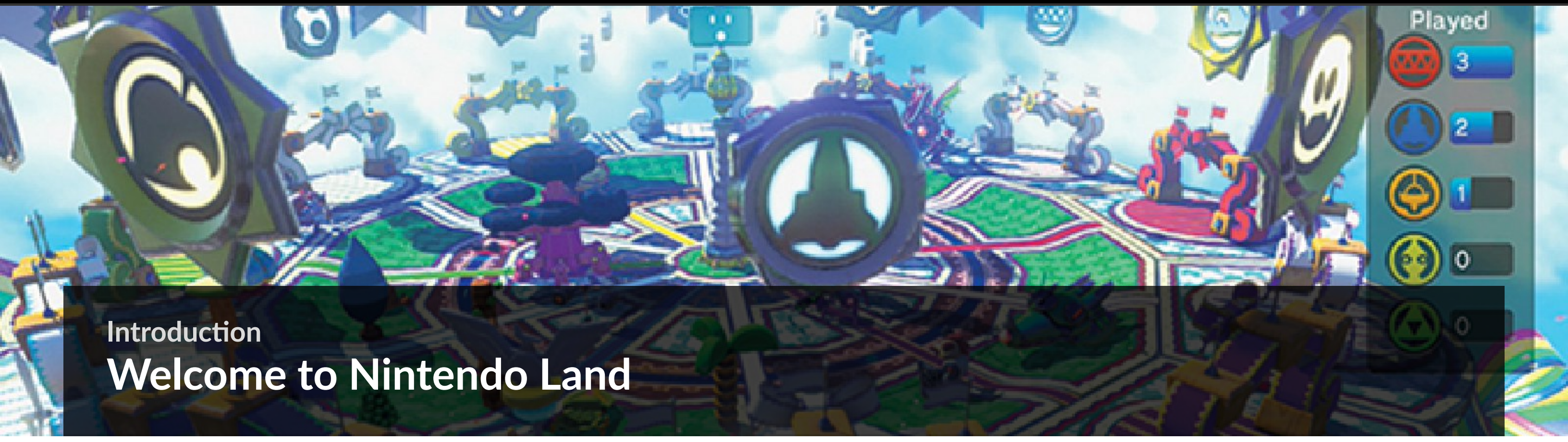
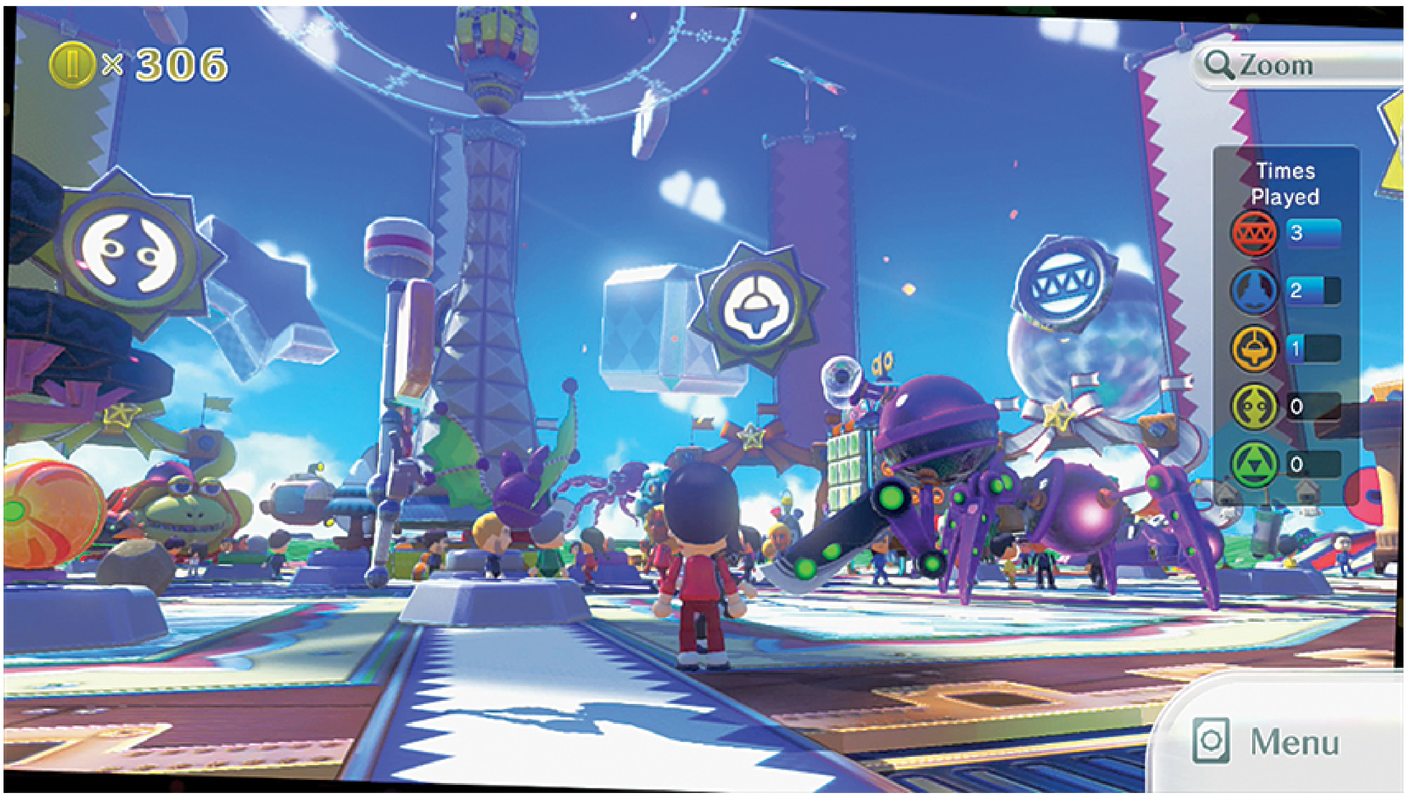


Introduction

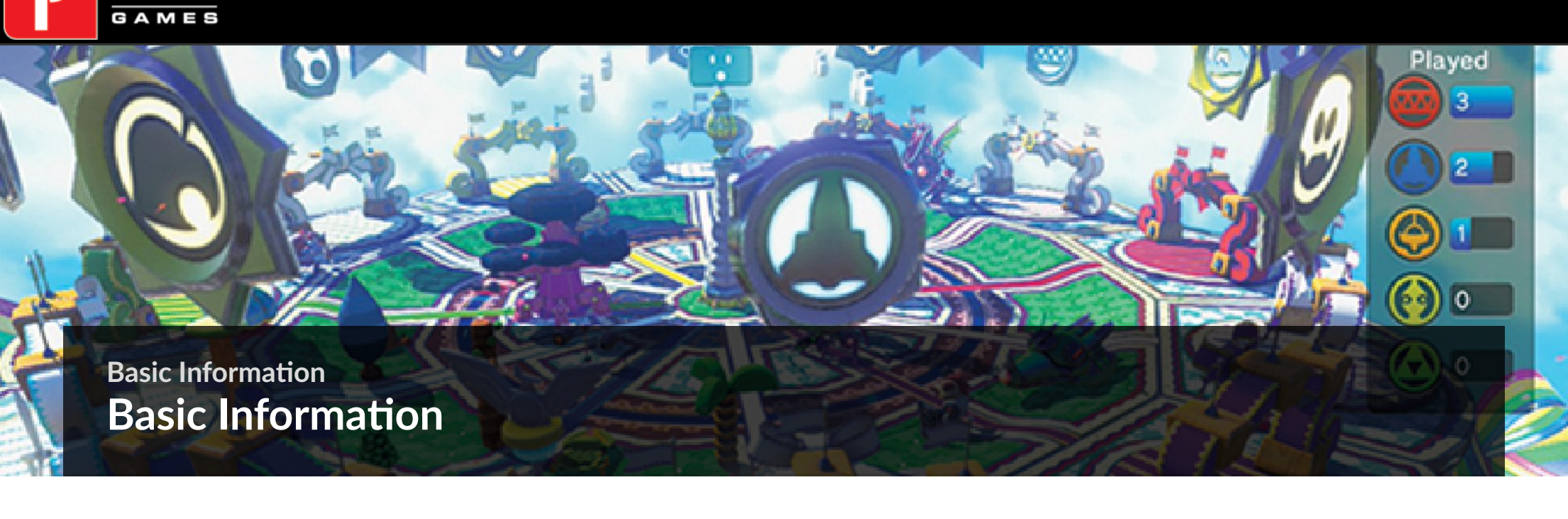
Welcome to Nintendo Land

Nintendo Land™

Welcome to Nintendo Land



Nintendo Land is a theme park with 12 unique Attractions, each dishing up a new angle on a past Nintendo games such as *Donkey Kong* and *The Legend of Zelda* . You can play with the Wii Remote Plus or the new Wii U GamePad, and multiplayer action is available for many of the games. Using a combination of familiar controls presented in a new way, and the unique new types of control provided by the GamePad, Nintendo Land lets you tilt, touch, aim, and explore in ways never before seen! All of this adds up to dozens of hours of dynamic gameplay that helps you master new controls and tackle exciting challenges to earn Stamps, Coins, and Prizes.

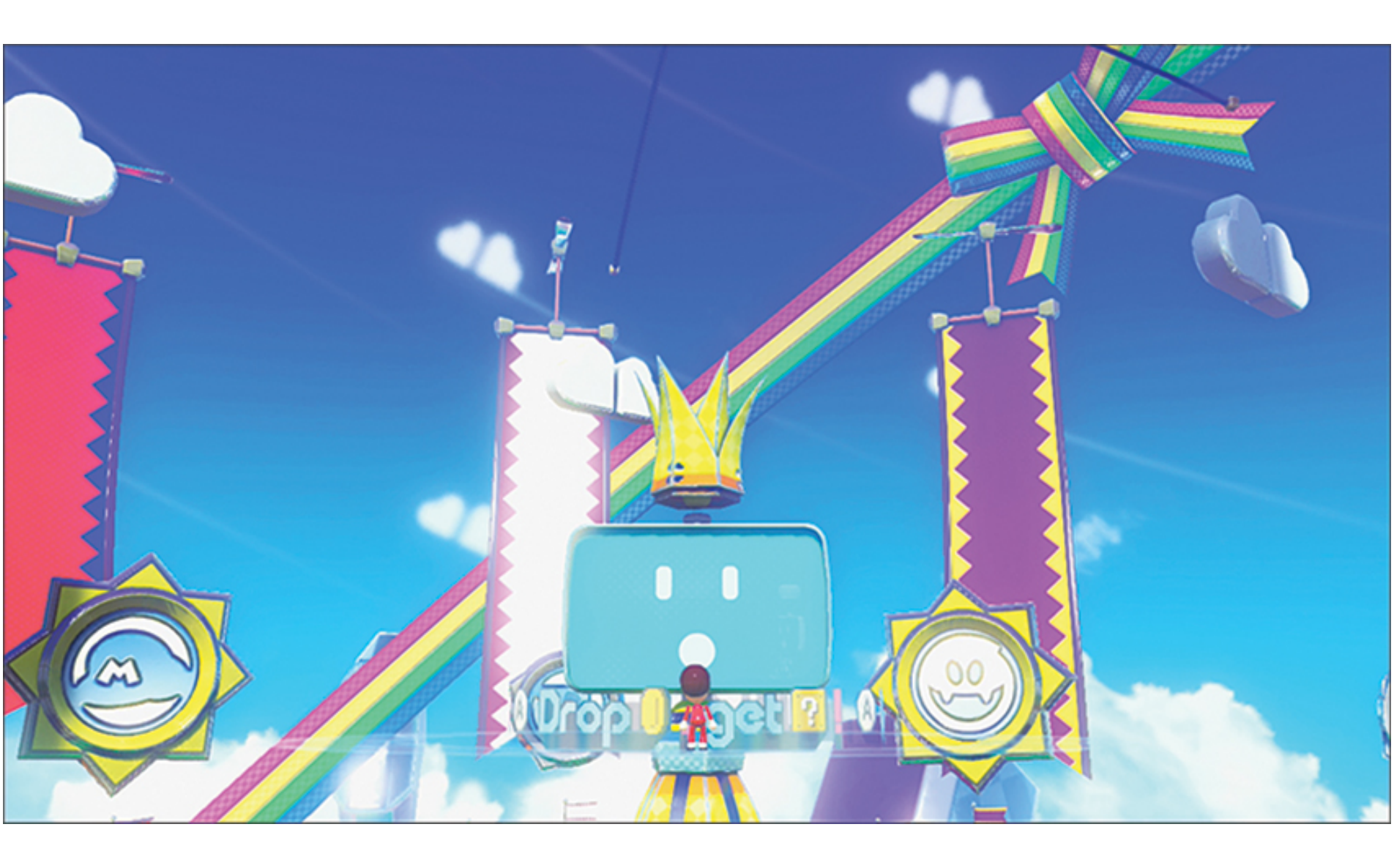


Basic Information

Basic Information

Getting Started

Before you enter the Nintendo Land theme park, designate a Mii as a Favorite in Mii Maker. Each Mii's progress is individually tracked, so each Mii will have a different track record even if they are played by the same player. If you delete a Mii from Mii Maker or remove a Mii's Favorite status, you can transfer the data to another Favorite Mii.



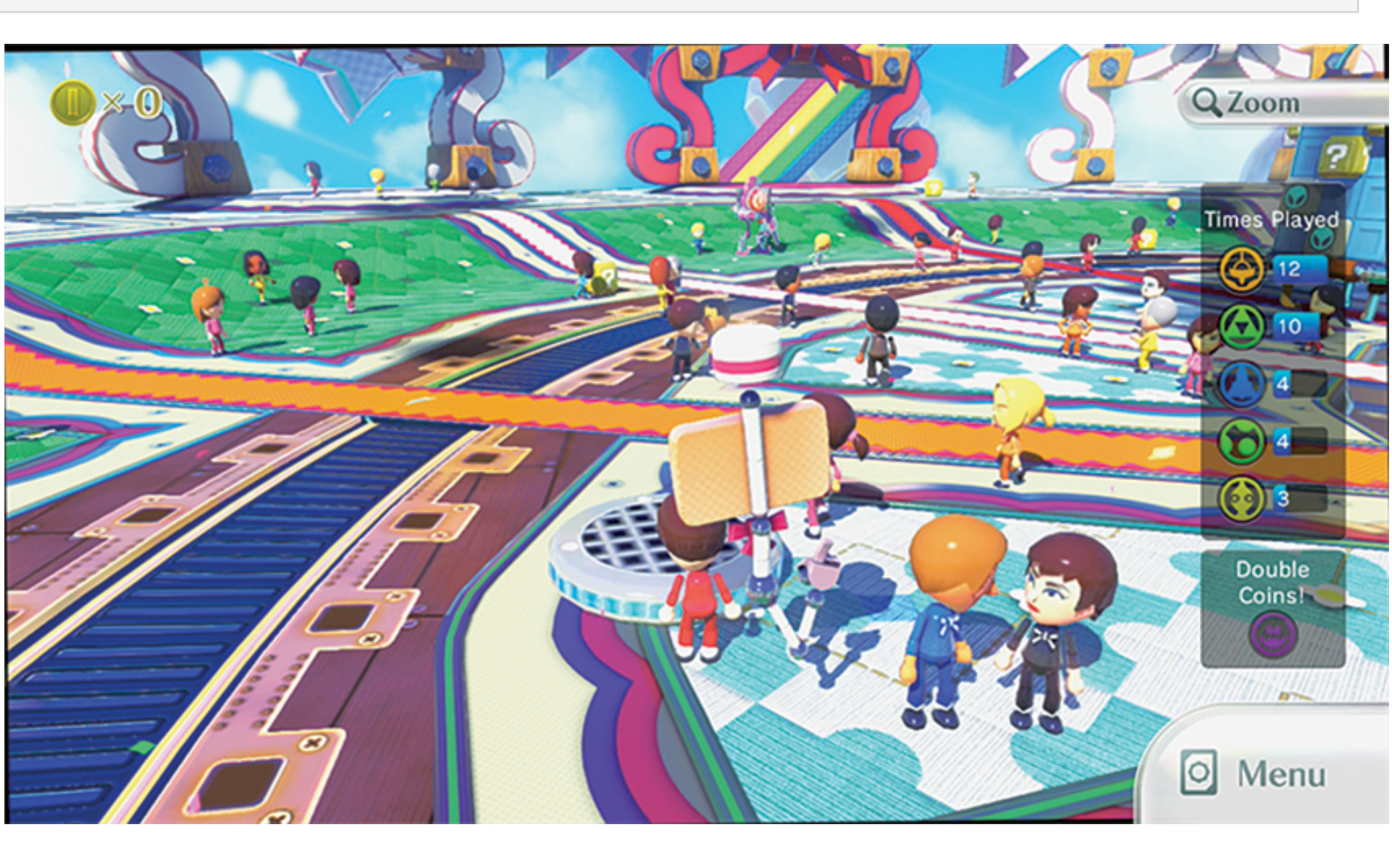
When you enter the Nintendo Land Plaza for the first time, you'll see a ? Box with something mysterious inside—something that can talk! Use the Wii U GamePad touch screen to tap the box to release Monita, your park guide, who introduces you to the Nintendo Land Plaza, the 12 Attractions, and, over time, even more surprises. The Gates surrounding the Plaza act as entrances to the Attractions. The Signboard in front of each one informs you about what's inside.

Menu Controls

Select	Touch an object on GamePad touch screen or point Wii Remote at the object
OK	Touch OK on GamePad touch screen or press A Button on GamePad or Wii Remote to confirm a selection
Cancel	Touch Cancel on GamePad touch screen or press B Button on GamePad or Wii Remote to back out of a selection

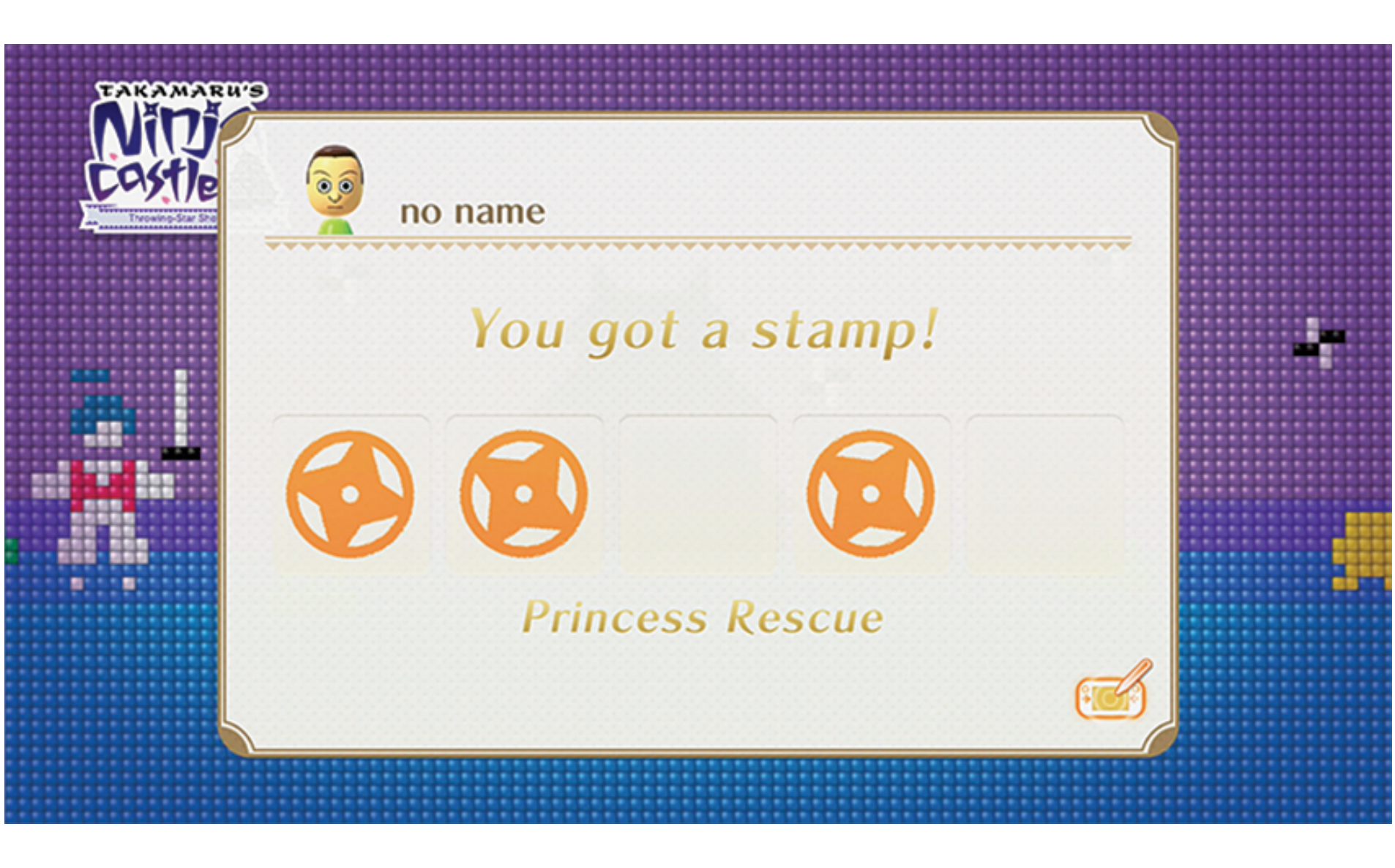
Nintendo Land Plaza Controls

Move	Press Left Stick
Jump	Press ZR Button
Interact	Touch object on GamePad touch screen or press ZR Button when standing nearby
Turn Camera Left or Right	Move Right Stick left or right
Look Around	Move GamePad
Zoom Camera	Hold ZL Button



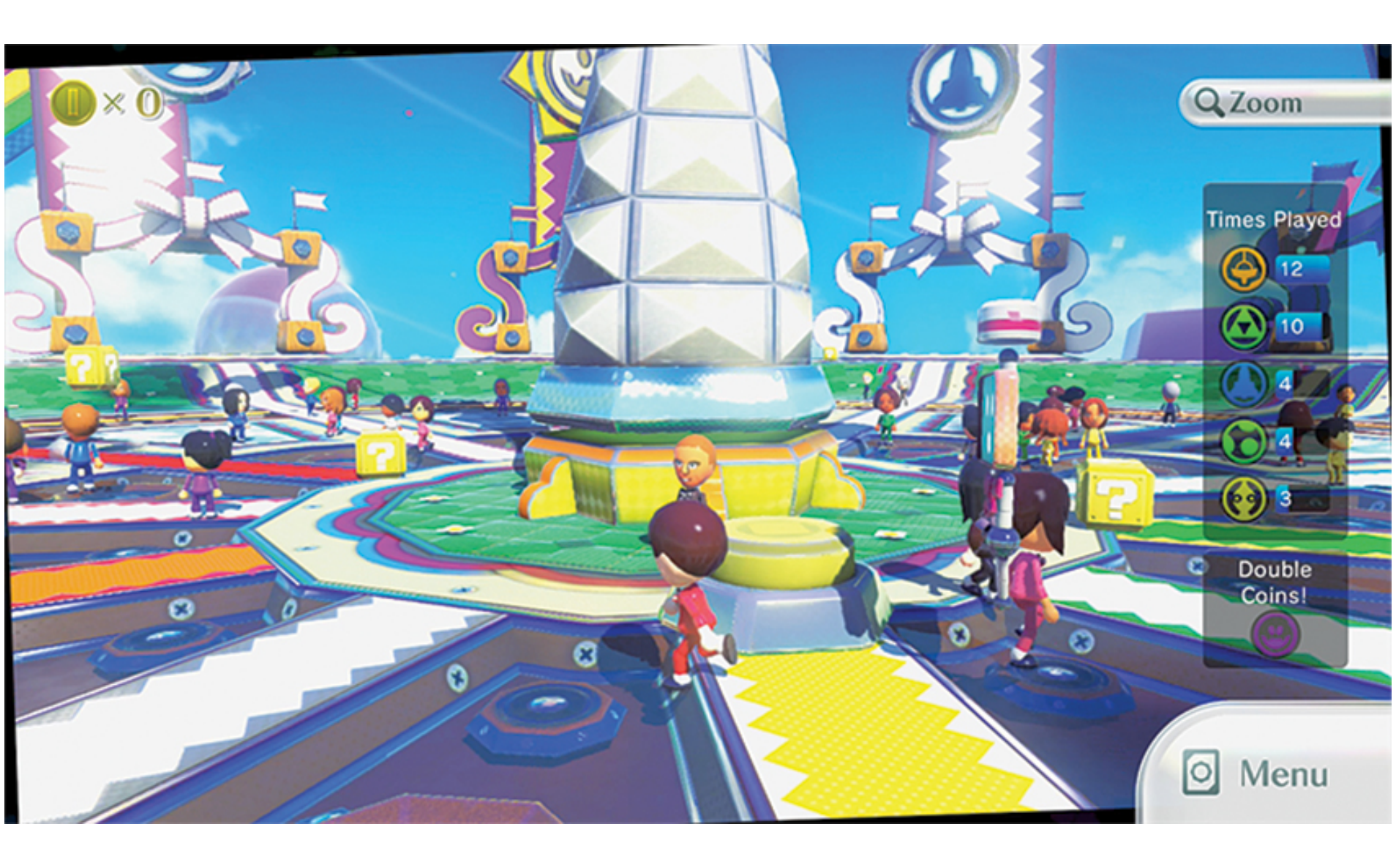
Start by tackling one of the six Solo Attractions on your own, or jump into a Team Attraction or Competitive Attraction to enjoy multiplayer action that uses both your GamePad and Wii Remote Plus (or a Wii Remote with attached MotionPlus accessory). Each Attraction offers an exciting way to become familiar with the Wii Remote or the new Wii U GamePad. Meeting special criteria like completing an Attraction or playing it multiple times can earn you yellow stars above the Gates to celebrate your accomplishment. By earning stars, you show Monita just how far you've come. You'll also unlock even more challenging Extra stages that put your new skills to the test in thrilling new ways!

Stamps



Each Attraction has a set of unique goals called Stamps. You'll find at least five Stamps in each Attraction, and a few Attractions even offer five more Stamps for multiplayer accomplishments. For instance, your Mii and any friends' Mii characters playing along gain Stamps for earning 1,000 Rupees in *The Legend of Zelda: Battle Quest* . In *Mario Chase* , catching Mario within 20 seconds earns you the 20-Second Catch Stamp. Visiting all the islands in *Balloon Trip Breeze* earns you the Island Hopper Stamp during solo play. Stamps are a fun way to keep track of the Attractions you've played and ensures bragging rights for the challenges you've mastered.

Coin Drop

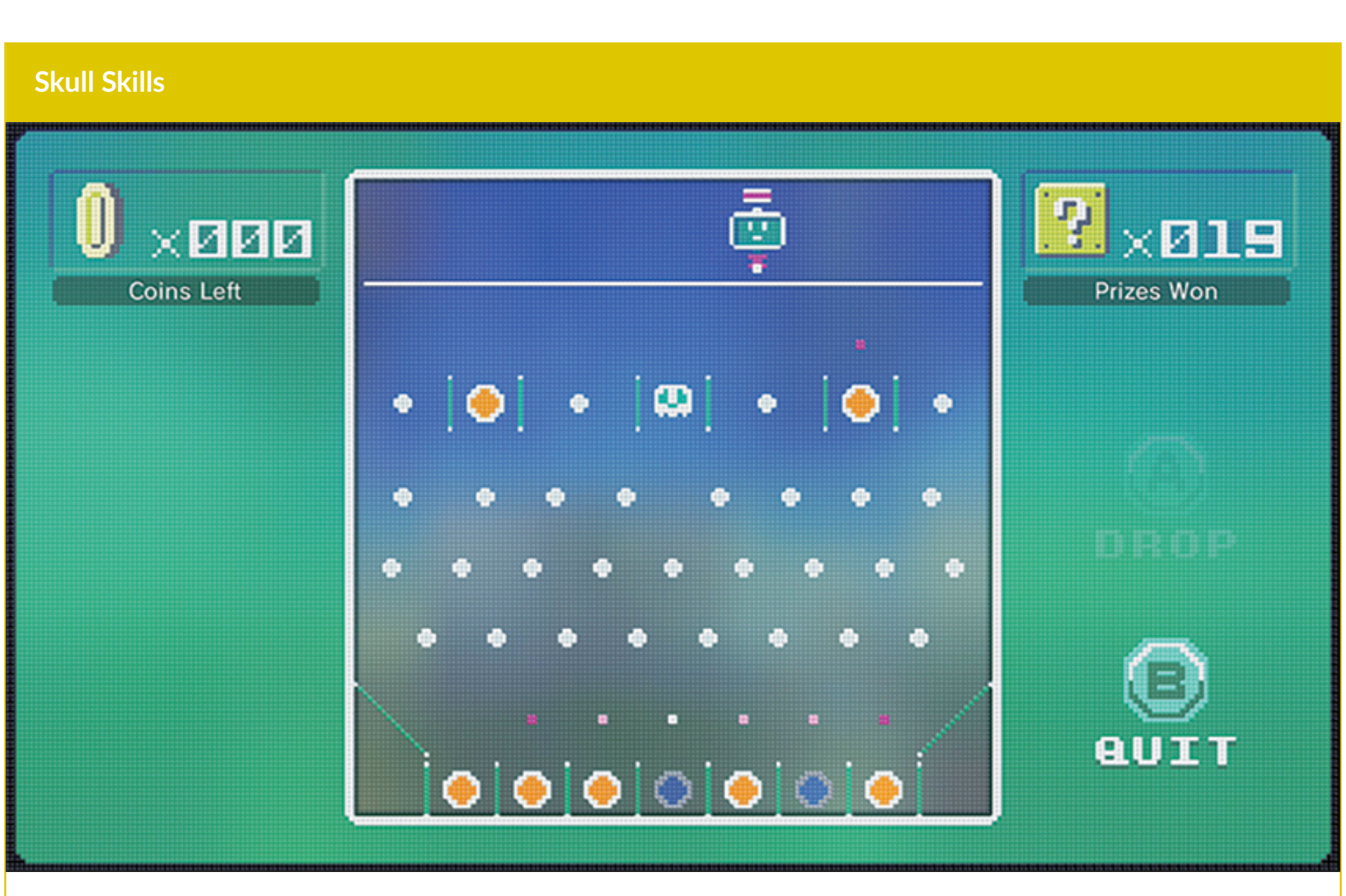


Playing through Attractions earns you Nintendo Land Coins, which you can take to the Coin Drop in the Plaza. To initiate the Coin Drop, go to the Central Tower and, using the GamePad touch screen, touch the tower once to be lifted up to a lofty perch, then touch the big monitor to start playing Coin Drop.

×0
Zoom
Times Played
Double Coins!
Menu

The goal of Coin Drop is simple: Drop as many Nintendo Land Coins as you wish from the moving dispenser by pressing the A Button, then watch them tumble downward in the hopes of hitting one of the targets at the bottom of the screen. Each press of the A Button will drop a single Coin, and more presses equal more Coins bouncing around, offering a chance of hitting more targets, at the expense of those hard-earned Coins. When all of the switches have been lit, the level is complete, the game moves on to a new challenge, and a Question-Mark Box is awarded.

Skull Skills



As you advance through the various Coin Drop levels, you'll start to notice them becoming more and more difficult. Bouncy surfaces, dots that have to be hit multiple times to be destroyed, and odd angles all add up to a pretty daunting set of tasks later on. None are quite as bad, however, as the dreaded skulls. These smallish offenders will completely reset any progress you've made in the level, flipping the switches at the bottom of the screen back to their starting state. Needless to say, it's wise to avoid touching one of these nuisances at all costs.

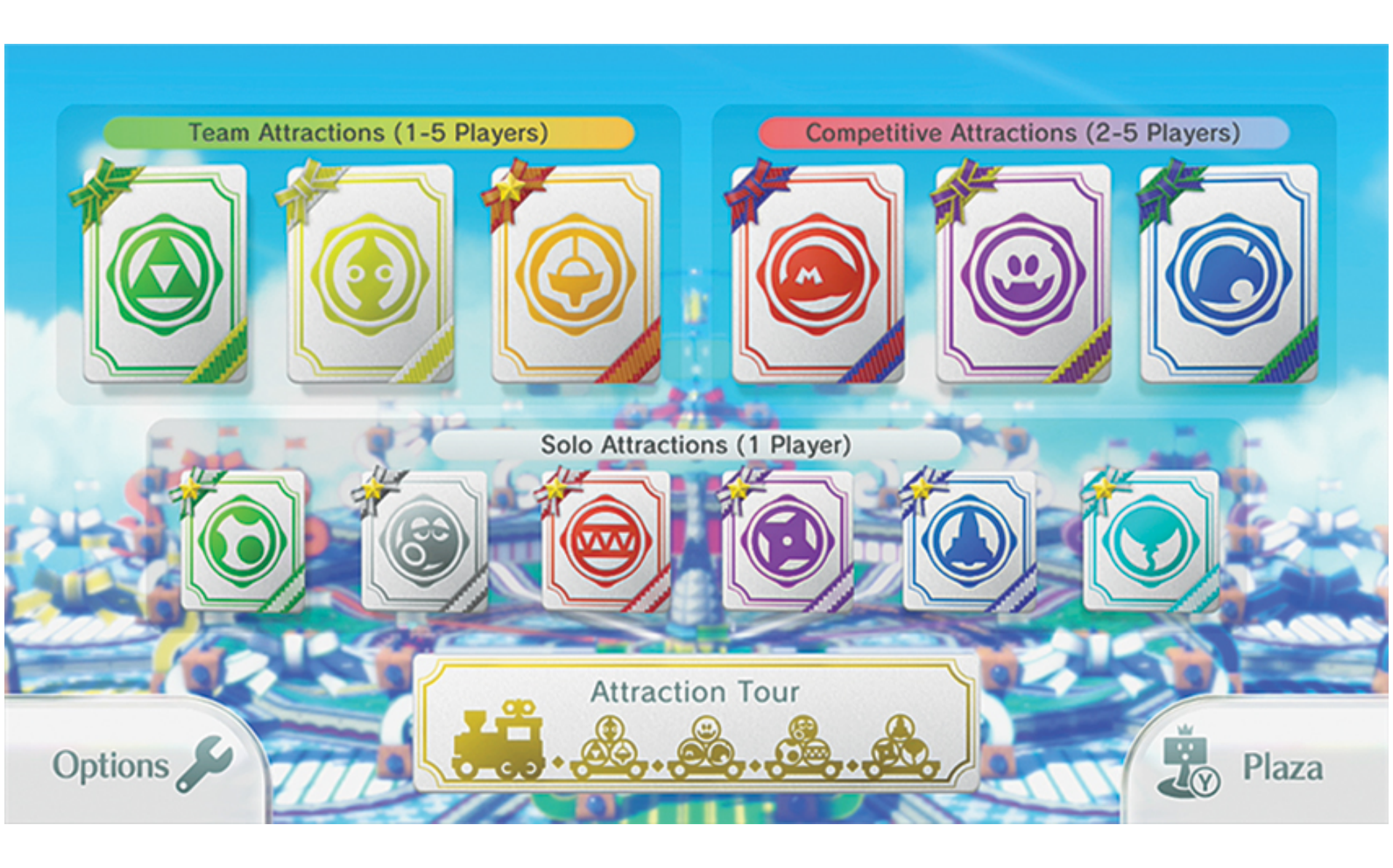
Drop Target!

×0
Zoom
Times Played
12
10
4
4
3
Double Coins!
Menu

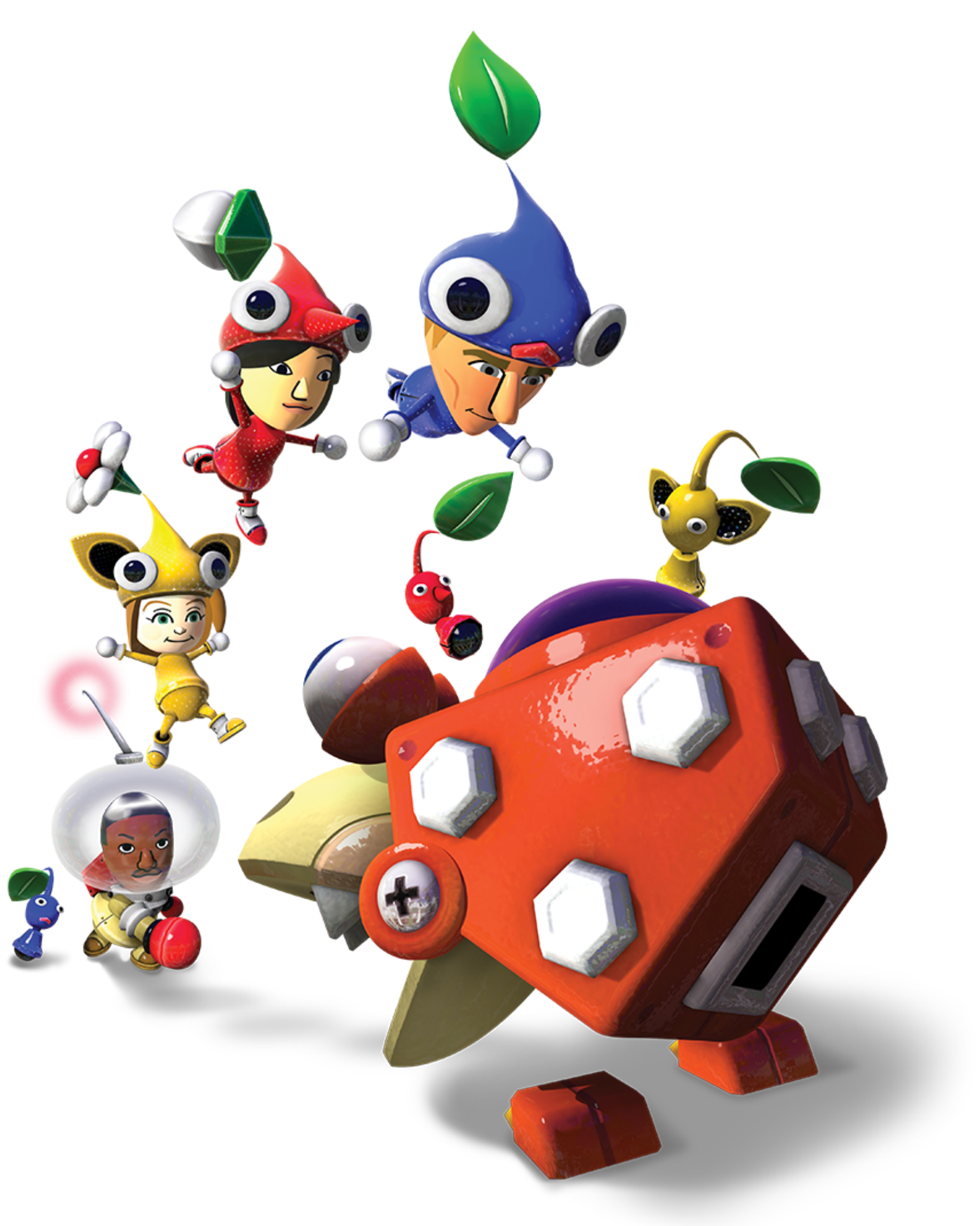
After exiting the Coin Drop, any earned ? Boxes are jettisoned from the top of the Central Tower and land somewhere in the Plaza below. Use the GamePad's touch screen to touch any ? Boxes laying around and reveal the random Prize inside. Some very special Prizes even include Switches that let you play with the Nintendo Land Plaza environment in creative ways. For instance, the Giant switch enlarges your Mii until it can trample Prizes, which reappear afterward. Other Switches let you change the time of day or make Prizes float and circle the Central Tower. The Jukebox plays music from the various Attractions when you touch their corresponding icons.

Unlocking More Content

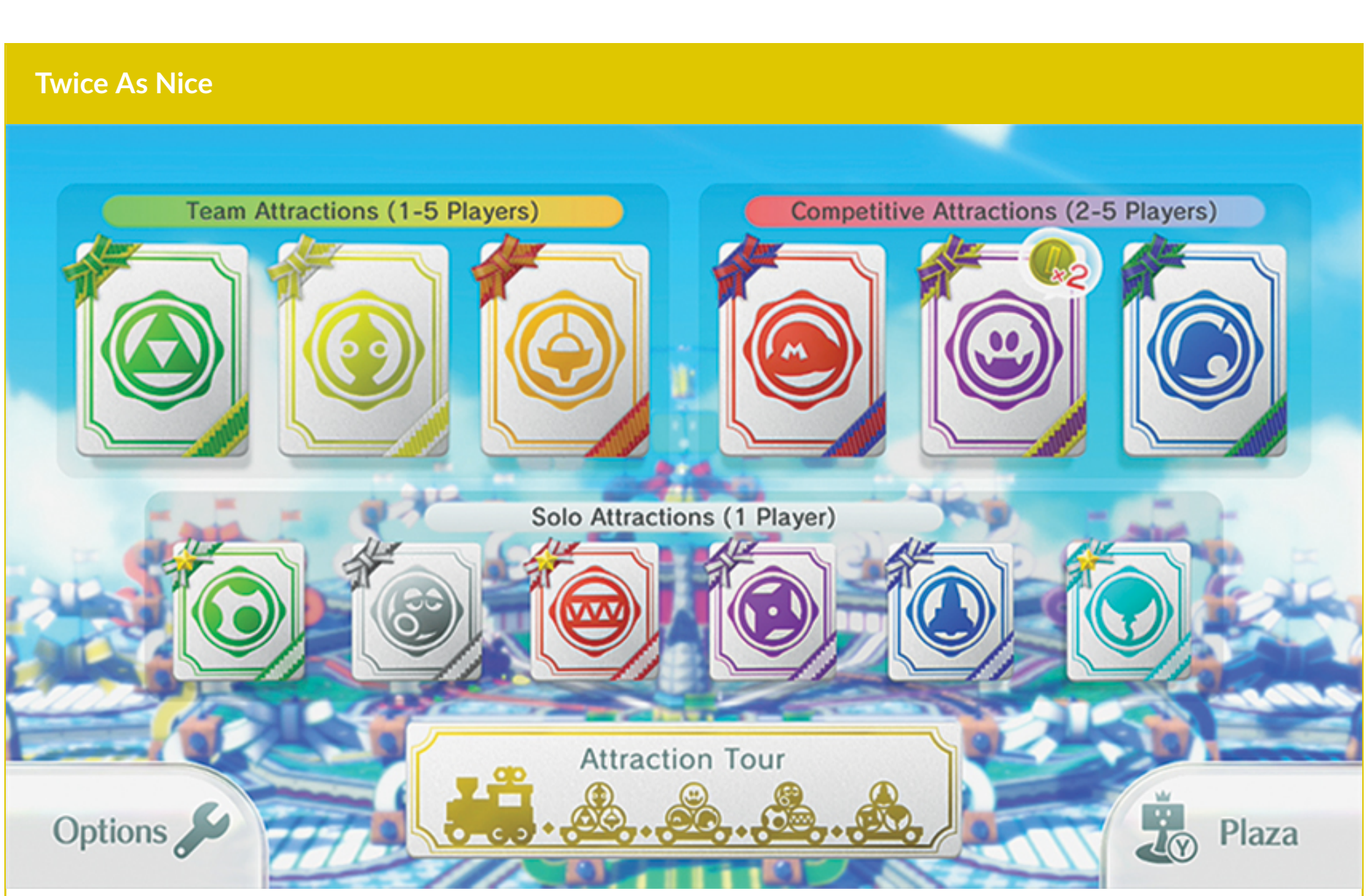
Card Menu


Team Attractions (1-5 Players)
Competitive Attractions (2-5 Players)
Solo Attractions (1 Player)
Attraction Tour
Options
Plaza

Once you've completed your first few Attractions, Monita unlocks the Card Menu that makes navigating to the Attractions a breeze. Touch the new Menu icon on the bottom right-hand corner of the screen (or simply press the Y Button) to view all the Attractions in one screen. From here, simply select a Card to access any of the 12 Attractions without the need to walk all the way over to their respective Gates.

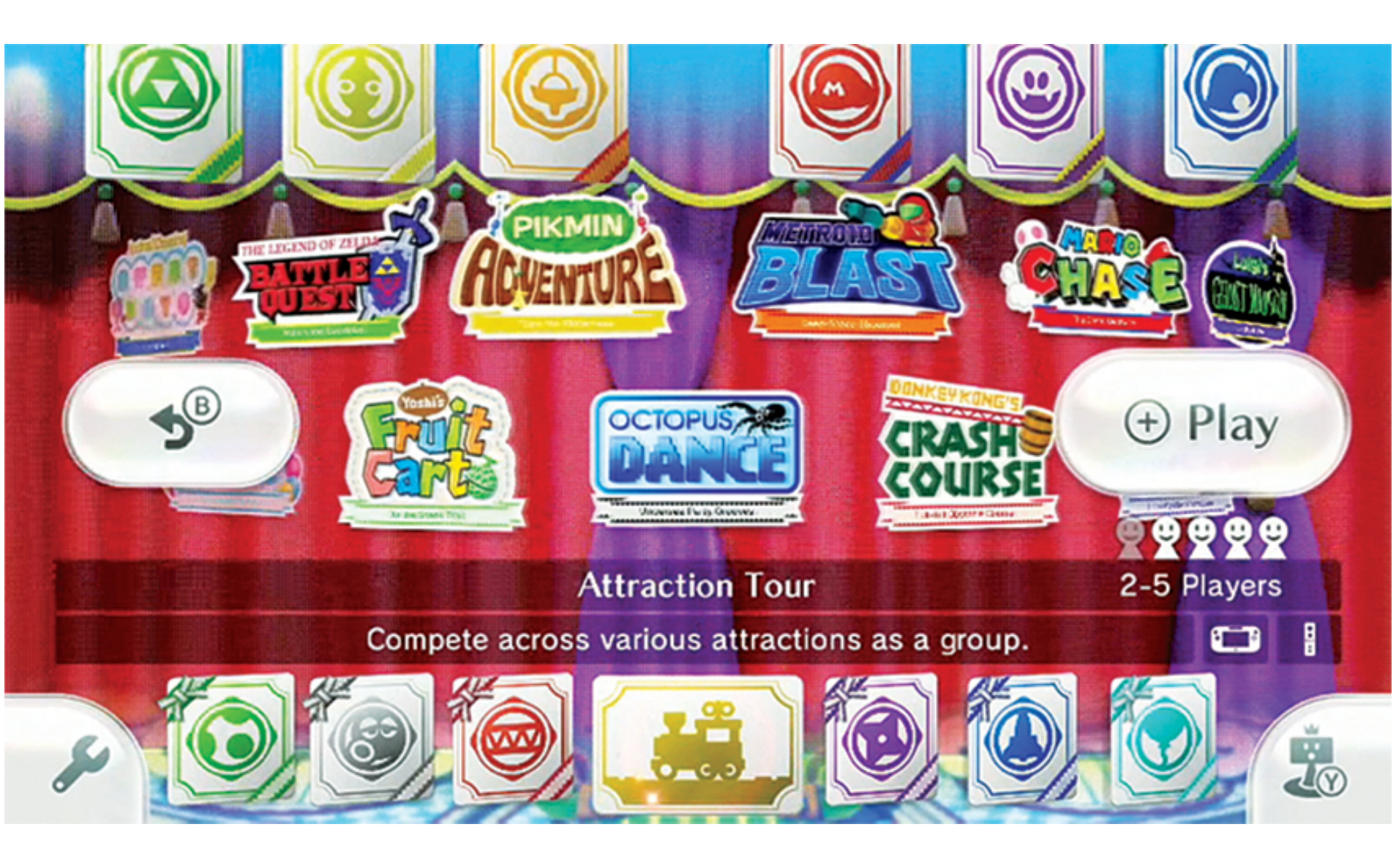


Twice As Nice


Team Attractions (1-5 Players)
Competitive Attractions (2-5 Players)
×2
Solo Attractions (1 Player)
Attraction Tour
Options
Plaza

From time to time, certain Attractions may offer double Coin rewards, which is indicated by a Coin icon on the Card Menu. Be sure to play these games often as soon as the Coin icon appears, but keep track of the number of Coins you're racking up. Once you get 500 Coins, no additional Coins will be added to your stockpile until you spend some at the Coin Game to get below 500. Don't think you'll ever get to 500 Coins? You'd be surprised how quickly those double Coin bonuses add up.

Attraction Tour



Compete across various attractions as a group.

After unlocking the Coin Game and playing any Attraction once, Monita unlocks the Attraction Tour, a special Train that runs around the Plaza, picking up Mii characters and whisking them to familiar Attractions with new ways to play. You and other Mii characters choose a time frame and difficulty for your game and take turns with the GamePad or Wii Remote Plus to meet the Attraction's goals. For instance, you might tear through part of the race course in *Captain Falcon's Twister Race* or work to take out enemies other than your friends in a Time Attack from *The Legend of Zelda: Battle Quest* . The player who performs best after each round gets points. But if you're falling behind, don't fret; special bonuses like point reversals or triple point scores awarded in the final rounds can help a player with a low score make a last-second comeback!

Visitors in the Plaza

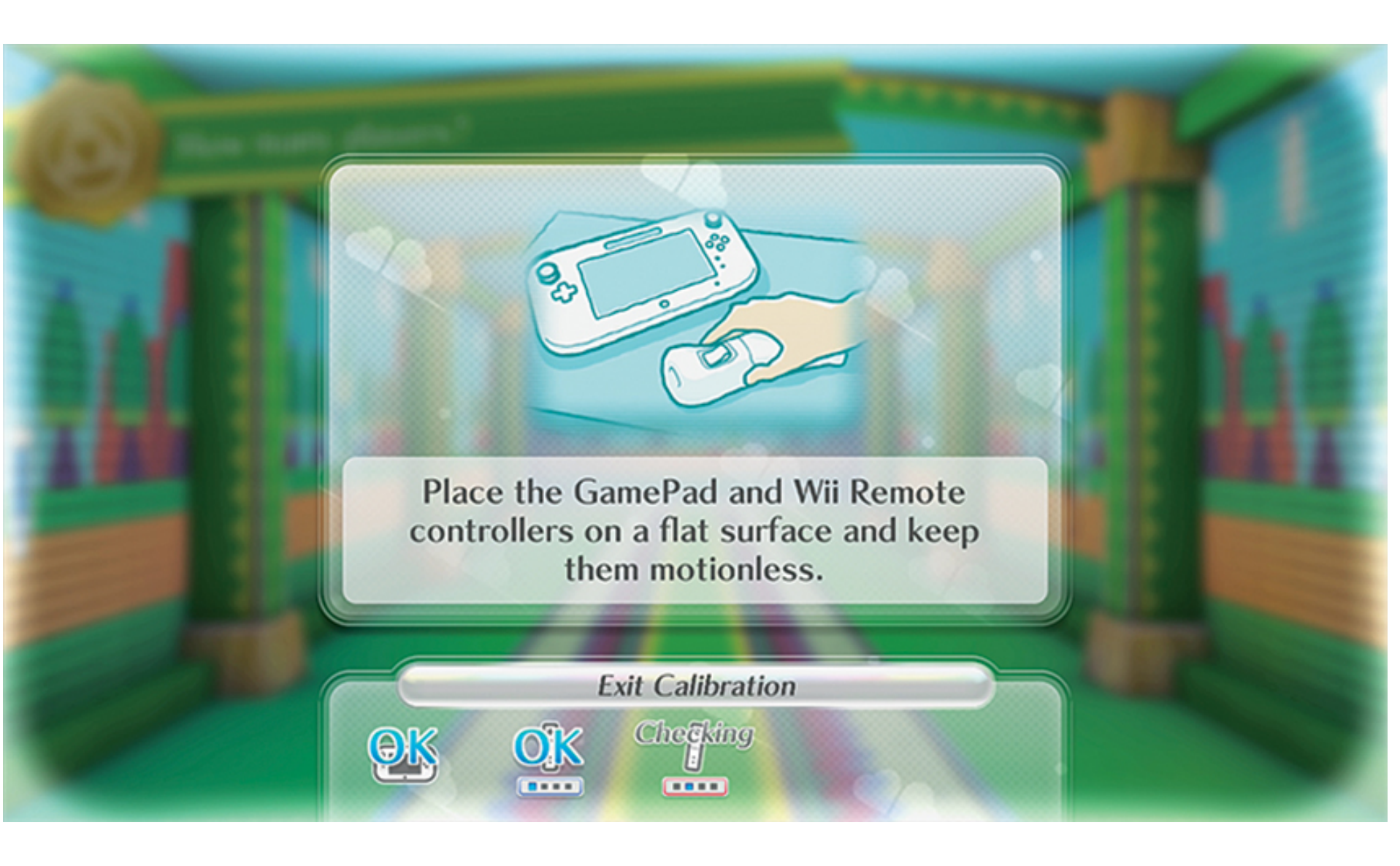
×0
Zoom
Times Played
12
10
4
4
3
Double Coins!
Menu

After you complete several games, the Plaza will fill with Mii characters. When playing offline, these Mii characters will be local, but connecting to the Internet lets you see the Mii characters of your friends around the globe! Along with the ? Boxes and Prizes, seeing other Mii characters adds life to the bustling Nintendo Land Plaza.

New Ways to Play

Precision Upgrades

Though the Wii Remote Plus isn't required for every Attraction, this handy upgraded version of the original Wii Remote has the added precision of the Wii MotionPlus accessory's one-to-one motion tracking. If you don't have a Wii Remote Plus, you'll have to purchase a Wii MotionPlus accessory for your standard Wii Remote to play *Nintendo Land's* more advanced games.

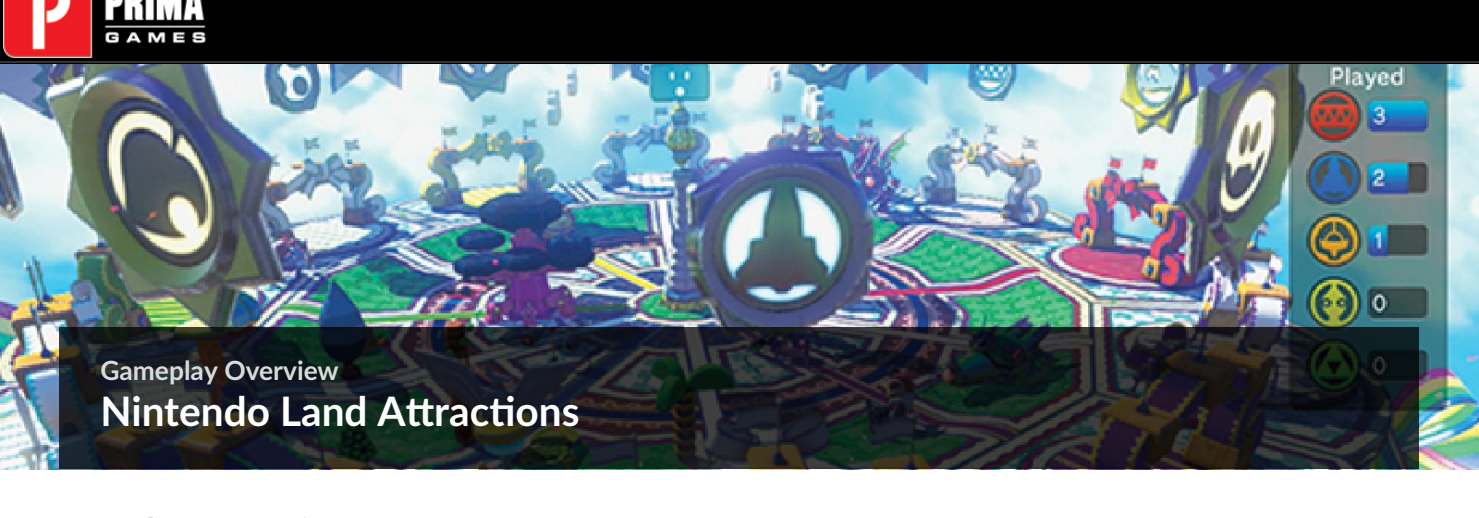


Place the GamePad and Wii Remote controllers on a flat surface and keep them motionless.

The Wii U GamePad offers novel ways to play *Nintendo Land* and other games. A dazzling 6.2 inch touch screen is framed by a Left Stick and Right Stick and button controls that add versatility to your gameplay. The stylus helps you navigate the touch screen (in addition to your fingers), and you will even hold the GamePad horizontally or vertically, depending on the type of game you're playing.

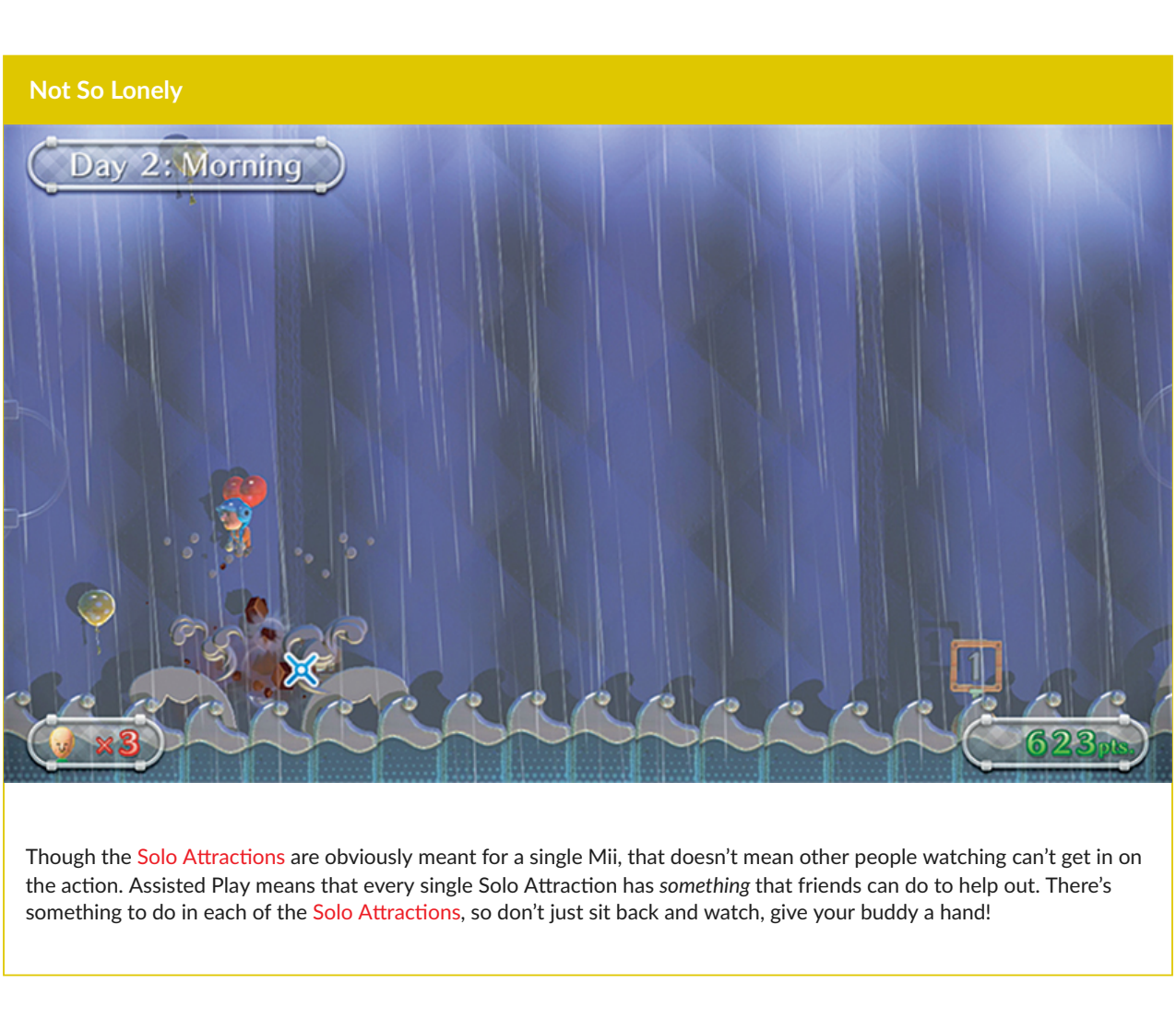
The GamePad lets you play games wirelessly within range of the Nintendo Wii U either by yourself or with others who are using a Wii Remote Plus. Up to five of you in all can play *Nintendo Land* together, but other games may allow even more! Some Wii U games even allow you to play entirely on the GamePad, without having to fight for control of the TV screen when someone else is using it. The GamePad isn't just a replacement for a TV, though; sometimes you'll even have access to game maps or weapon load-outs independent of the TV's view, so you won't have to interrupt gameplay to navigate or change weapons. And that's just the start.

Nintendo Land makes use of both the Wii Remote Plus and the new GamePad's unique features, including motion control and the Stylus. In games with multiplayer options, the main player uses the GamePad while other players can jump in with the Wii Remote Plus. In a few games, replaying attractions with the other controller gives you a new way to play. For instance, in *The Legend of Zelda: Battle Quest* , playing with the GamePad lets you grab a bow and arrows, but playing with the Wii Remote Plus lets you take up a sword and shield. *Pikmin Adventure* gives you a unique role based on your choice of controller.



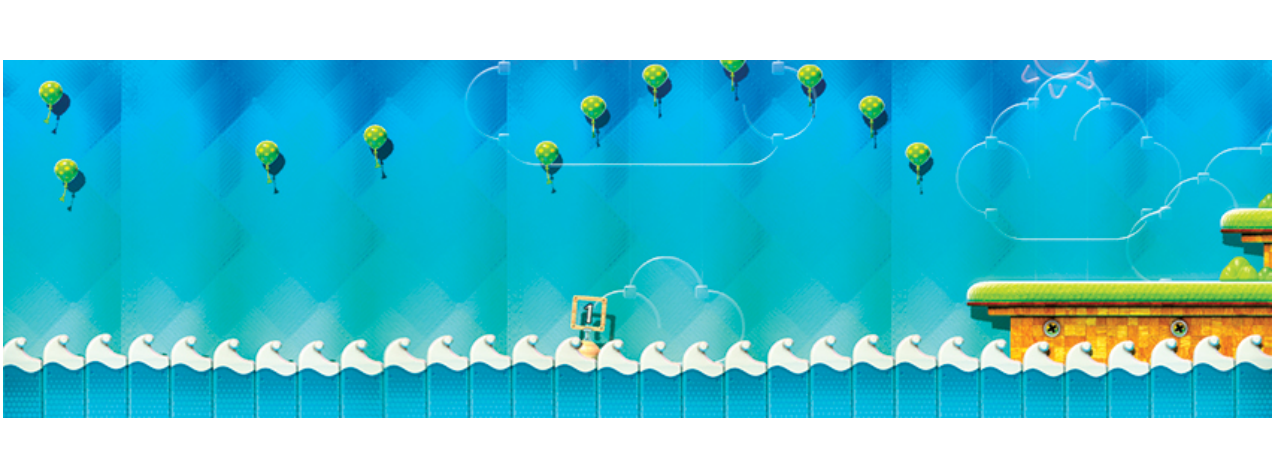
Solo Attractions

Not So Lonely



Though the Solo Attractions are obviously meant for a single Mii, that doesn't mean other people watching can't get in on the action. Assisted Play means that every single Solo Attraction has *something* that friends can do to help out. There's something to do in each of the Solo Attractions, so don't just sit back and watch, give your buddy a hand!

BALLOON TRIP
BREEZE
Float with the Wind

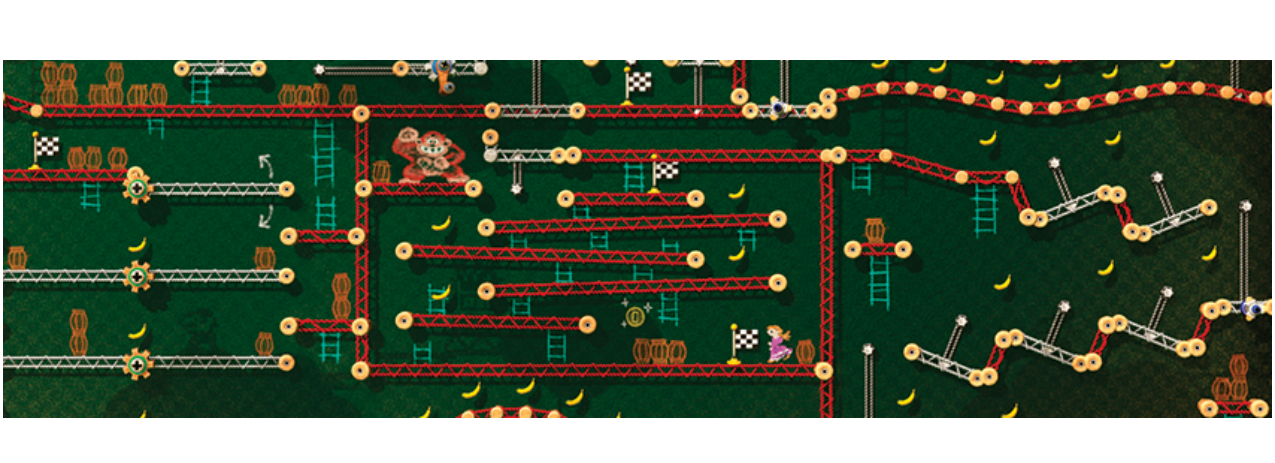


Inspired by the Nintendo Entertainment System game *Balloon Fight*, *Balloon Trip Breeze* lets your Mii take flight. Slide the Stylus on the GamePad to create gusts of wind, which whisk your Mii into the air. While you glide, beware of Balloon Breakers and other obstacles that may pop the two balloons on your Mii's back, and plunge your Mii into the sea below. Bursting blocks, bubbles and balloons with shock waves helps your Mii navigate the obstacle course and earns you points. And if you need a helping hand, another player with a Wii Remote can burst Balloon Birds and push obstacles out of the way for you.

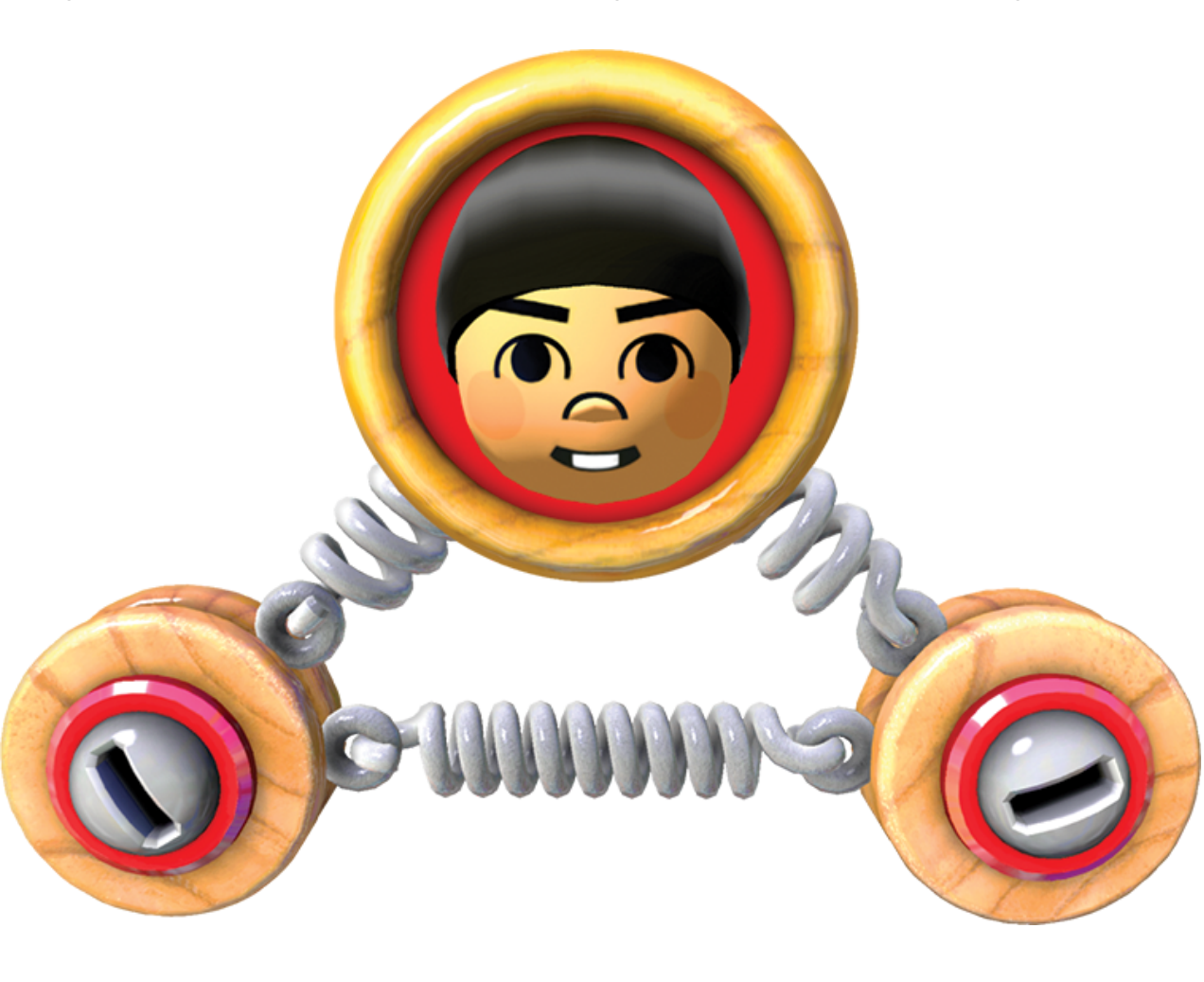
CAPTAIN FALCON'S
TWISTER RACE
Thrills, Twists, and Turns

Based on the futuristic *F-Zero* racing games, *Captain Falcon's Twister Race* is a thrilling high-speed race against the clock. Tilt the GamePad to steer your racer along a colorful track packed with obstacles. As you progress through the 12 areas, you'll find other vehicles, Red Bombs, and Barricades that slow you down or send you spinning if you hit them, along with Dash Plates that speed up your racer. With all of this action, the racetrack becomes more of a challenging obstacle course with each passing minute—though if the track seems too choked with obstacles, another player can fire at a hazard or Dash Plate with the Wii Remote to make the track safer for you.

DONKEY KONG'S
CRASH
COURSE
Full-Tilt Obstacle Course



Donkey Kong's Crash Course is a single-player Attraction based on the original *Donkey Kong* arcade game. By tilting the GamePad, you maneuver a spring-loaded Roller through a dangerous obstacle course. Seesawing platforms and the threat of overturning the Roller or popping a spring make this timed Attraction a whimsical test of nerves and coordination. Another player can join in on the fun with the Wii Remote to make a circle on the screen that slows time when the Roller enters it. Although this time distortion allows for more careful maneuvering, remember that the clock is always ticking!



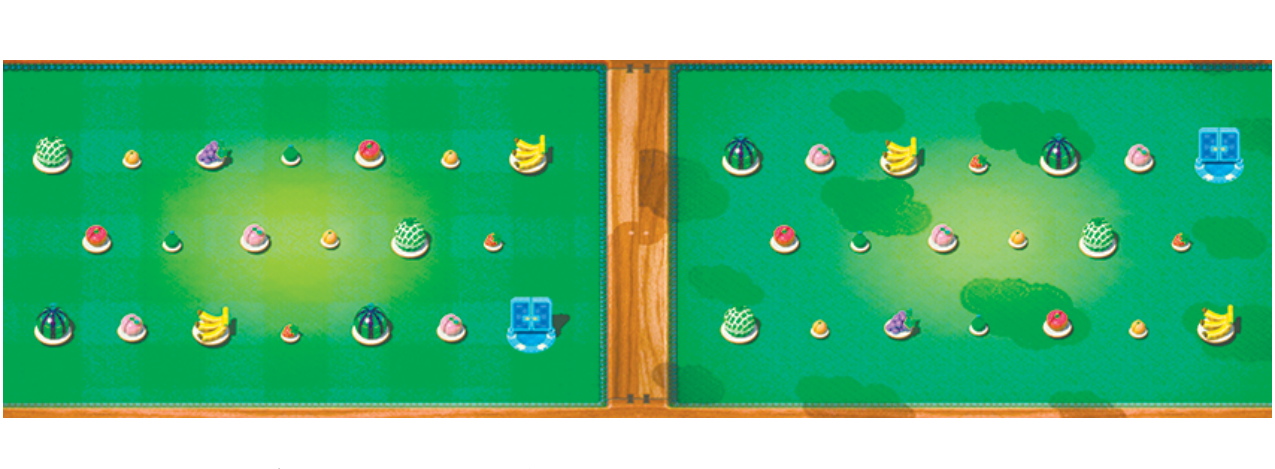
OCTOPUS
DANCE
Undersea Party Grooves

Though the original *Game and Watch Octopus* game featured a black octopus, *Octopus Dance* features a reimagined, colorful world to get you dancing. By tilting the GamePad and using the Left Stick and Right Stick to move and swing your arms, mimic the dance moves you see onscreen. Your GamePad shows your Mii facing one direction, while your TV screen shows the Mii facing the other way. Mistakes make you lose hearts, but another player with a Wii Remote can release life-restoring hearts from bubbles if you can score an "OK" or "Perfect" rating in the next section.

TAKAMARU'S
Ninja
Castle
Throwing-Star Showdown

Based on an early Famicom game released only in Japan, *Takamaru's Ninja Castle* is a single-player adventure to save Princess Monita, using your GamePad as a Throwing Star launcher. Tilting the GamePad aims, while moving the stylus across the touch screen throws the Throwing Stars at enemy ninja on your TV screen. It's a fast-paced challenge when the ninjas move. Luckily, another player can make aiming easier by freezing a ninja in place with the Wii Remote.

Yoshi's
Fruit
Cart
On the Snack Trail



A puzzler starring everyone's favorite dinosaur, *Yoshi's Fruit Cart* tests your mapping and navigation skills. With the GamePad Stylus, draw a route to guide the Yoshi Cart to the goal, leading him to Fruit along the way. The TV screen shows you the Fruit to eat and obstacles to avoid, but here's the challenge: You can't see any of this on the GamePad. Tracing an efficient route is key, as you'll lose a life every time the Yoshi Cart runs out of fuel. If you need help, have another player jump in with the Wii Remote to aim at one Fruit per Gate to collect it for the Yoshi Cart.

Team Attractions

THE LEGEND OF ZELDA
BATTLE
QUEST
Archery and Swordplay

Playing with up to three other players, *The Legend of Zelda: Battle Quest* lets you take on classic enemies from the *Legend of Zelda* games. With the GamePad, you play as an archer, and shoot arrows using the Right Stick. To support the archer, other players can wield the Wii Remote Plus as a sword and shield. The goal of the game is to take down as many enemies as possible and find the Triforce before your shared pool of hearts runs out. Defeating enemies earns you Rupees—a smart way to gauge how much you're contributing to your team's progress.

METROID
BLAST
Deep-Space Shootout

In the *Metroid* -inspired *Metroid Blast* , you'll blaze through space by controlling Samus Aran's iconic Gunship with the GamePad or playing as Samus herself with a Wii Remote Plus and Nunchuk. In Assault Missions you blast moving targets and enemies as you navigate through complex environments, while the timed Surface-Air Combat pits Gunships against Samus characters for a competitive challenge. In Ground Battle, every player uses the Wii Remote Plus and Nunchuk to attack and grab tokens or attempt to survive the longest with the GamePad used as a shared view screen. With so many ways to play, it's an Attraction that's always a blast to try again!

PIKMIN
ADVENTURE
Tame the Wilderness

You can tackle *Pikmin Adventure* , based on the *Pikmin* game series, as a single-player or multiplayer game. Play as Captain Olimar with the GamePad or bash bad guys as a Pikmin with the Wii Remote. Your goal is to escape from a familiar evil overlord and make it to your ship in the Bulborb Forest, collecting blobs of Nectar to grow stronger and take on the final boss. In Versus mode, Olimar pits himself against the Pikmin in a battle to collect as many candies as possible.

Competitive Attractions

Animal Crossing
SWEET
DAY
Eat and Run

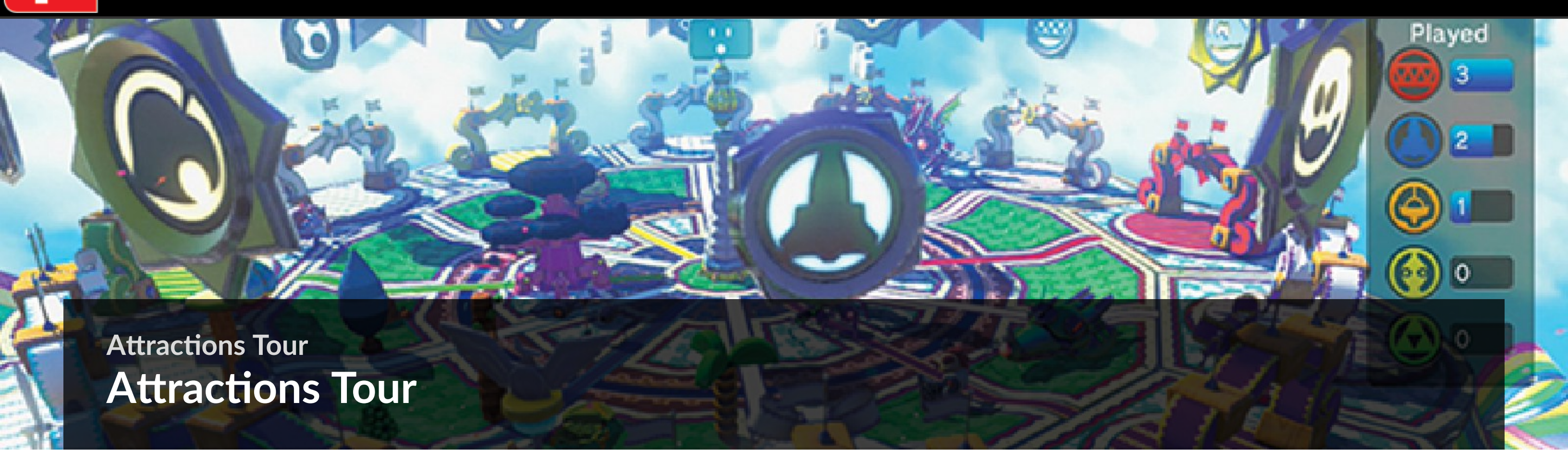
Based on the *Animal Crossing* series, *Animal Crossing: Sweet Day* offers a fresh way to play with friends. One player uses the GamePad's Left Stick and Right Stick to control two Gatekeepers simultaneously, while the other players use the Wii Remote to play as Animals and collect Candy. Eating Candies makes the Animals' heads fat and slows their ability to run from the Gatekeepers, but it's all part of the challenge as Animals try to collect enough Candies to win before the Gatekeepers catch them. When you're done, swap controllers to take on the other role and experience the action all over again.

Luigi's
GHOST MANSION
Haunting Hijinks

In *Luigi's Ghost Mansion* , the classic *Luigi's Mansion* action is spookier than ever. The GamePad lets you play as a Ghost, and your aim is to catch the Ghost Tracker players and making them all faint. Meanwhile, the Wii Remote makes you a Ghost Hunter who shines their flashlights on the Ghost to lower its health. The real measure of courage is facing a Ghost you can't see: The ghost doesn't show up on the TV screen most of the time, but when the Ghost draws near, the Wii Remote Plus vibrates an eerie alert.

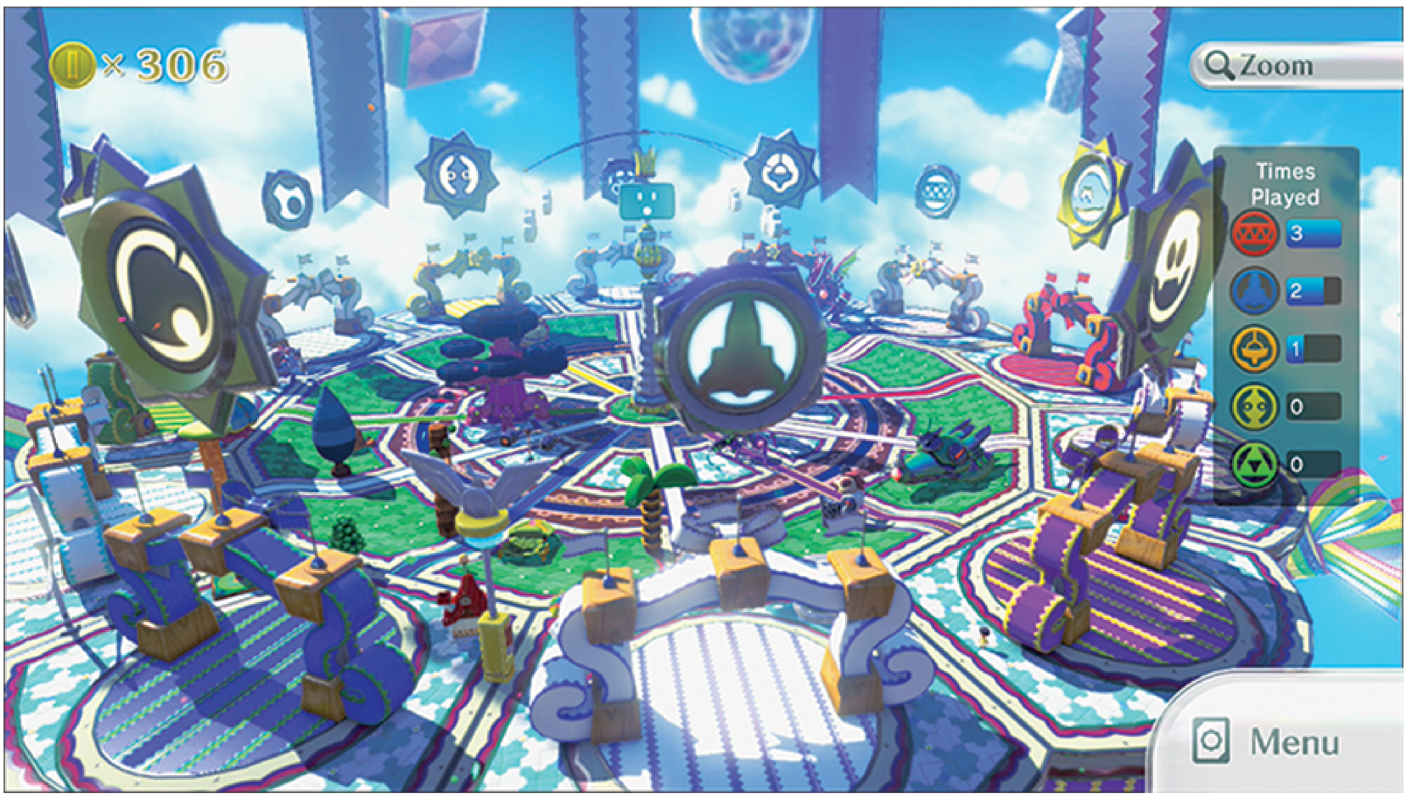
MARIO
CHASE
The Great Getaway

Fans of the Super Mario games will recognize Mario's red hat over the *Mario Chase* Attraction in the Plaza. Playing with the GamePad makes you Mario, and you must hide and run from the other players who are dressed as Toads. Using a Wii Remote, each Toad tries to locate and capture Mario before time runs out. Mario must avoid environmental hazards and navigate labyrinthine corridors as the Toads chase him through the maze. Like in *Luigi's Ghost Mansion* , only the GamePad player as Mario can see it all; players watching through the TV must use teamwork and communication to box Mario in!

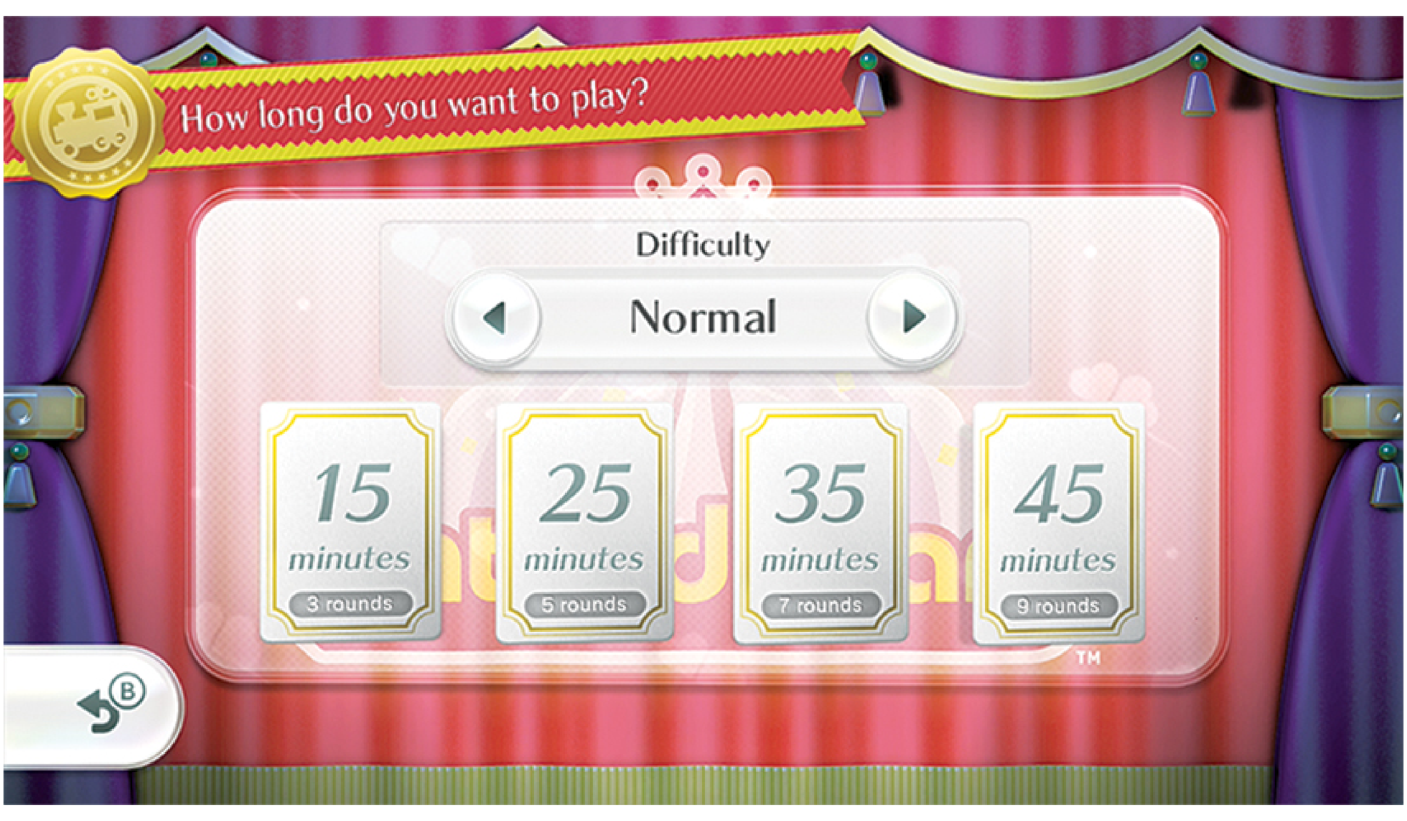

Played
3
2
1
0

Attractions Tour

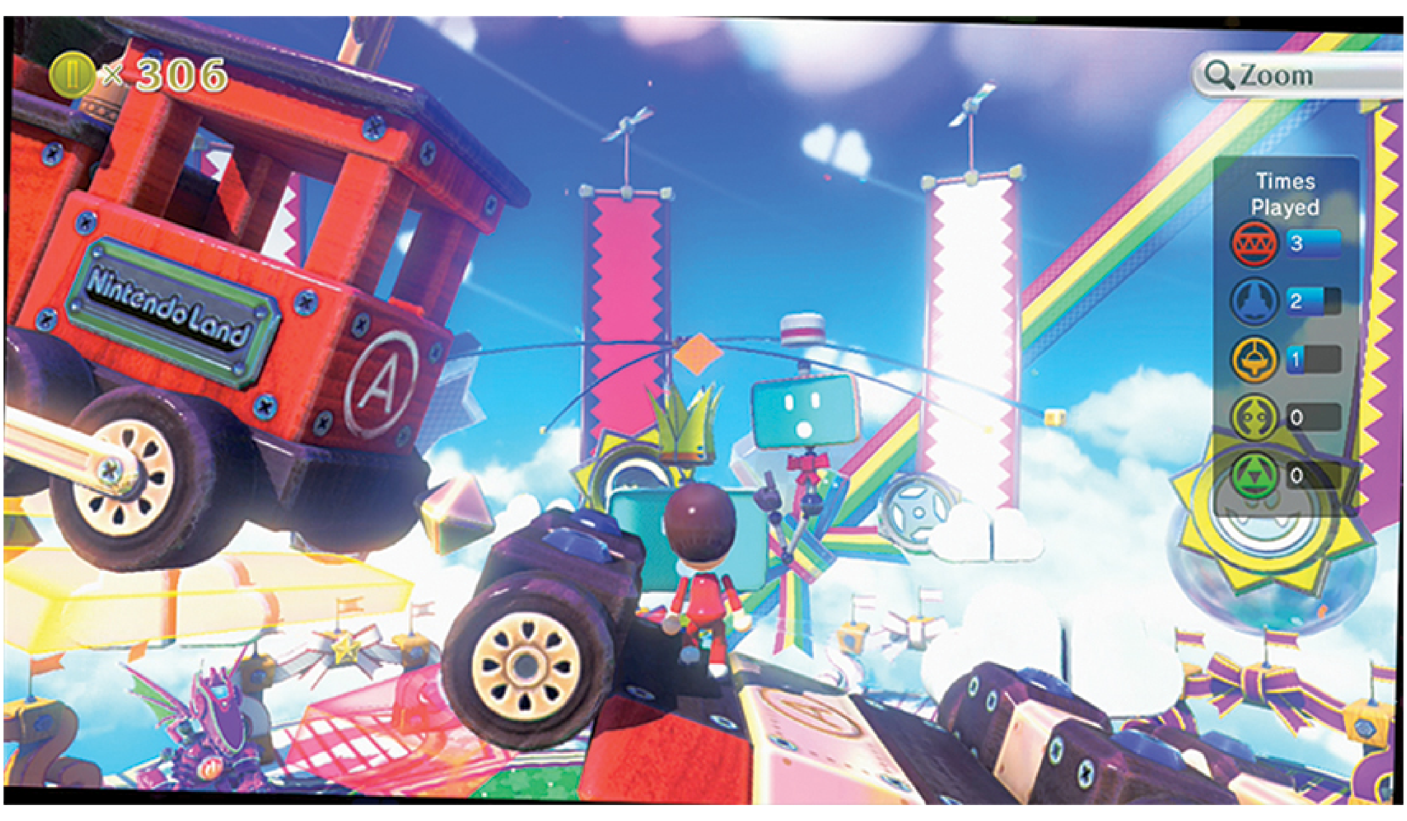
A Little Bit of Everything


306
Zoom
Times Played
3
2
1
0
0
Menu

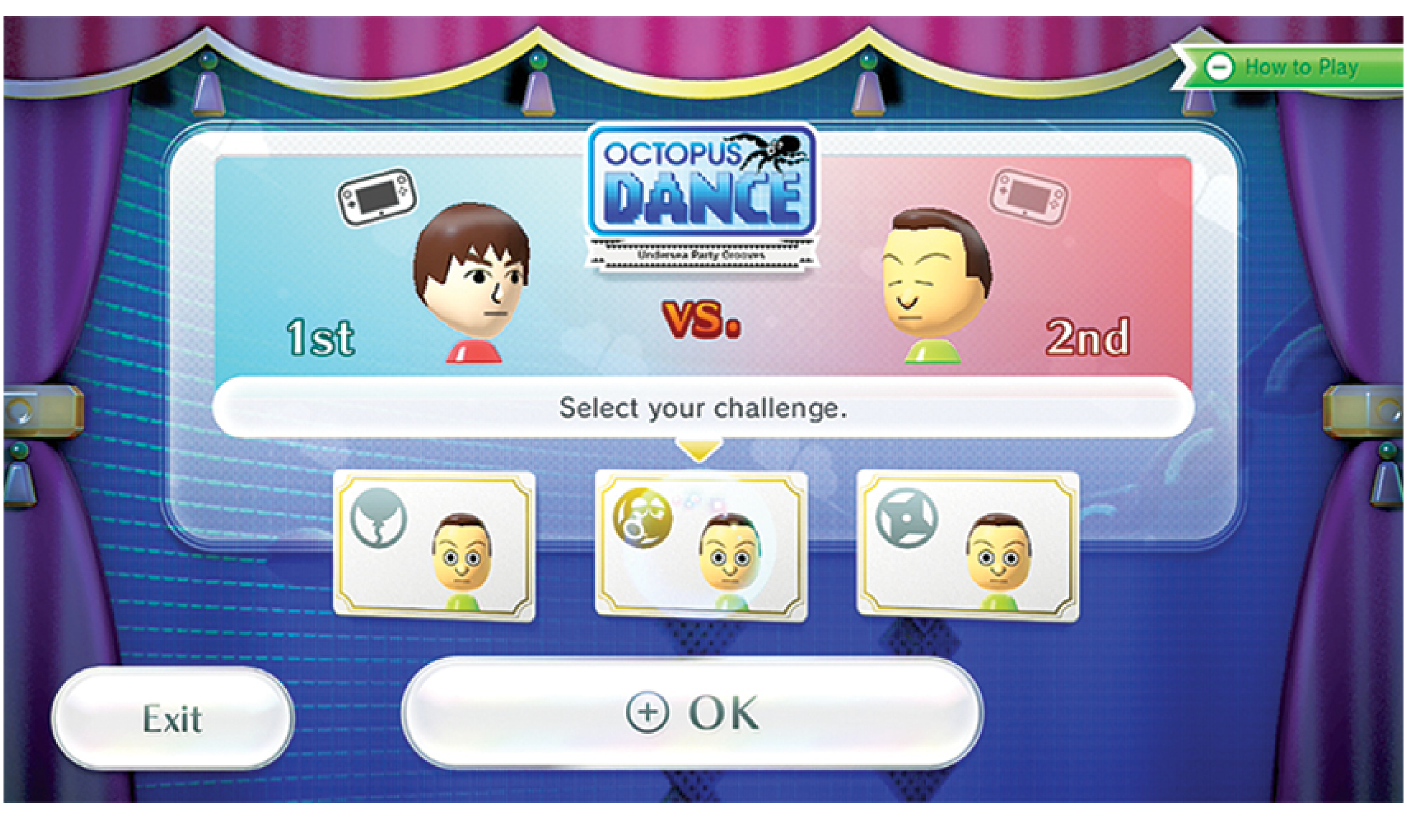
Nintendo Land certainly isn't short on different ways to have fun, but when you just want to sit back and play a few game with friends without having to visit every attraction individually, set up the game modes, and then pick who is on what controller, the Attractions Tour is for you. Attractions Tour offers sections of all the various *Nintendo Land* Attractions according to how long you'd like to play—more rounds means more minutes and more chances to win with your favorite Attraction!


How long do you want to play?
Difficulty
Normal
15 minutes 3 rounds
25 minutes 5 rounds
35 minutes 7 rounds
45 minutes 9 rounds
B

To begin the Tour, hop onto the Attractions Train that circles the Plaza. When everyone is ready, press the A Button and the Train will lift into the air to begin the Attractions Tour.

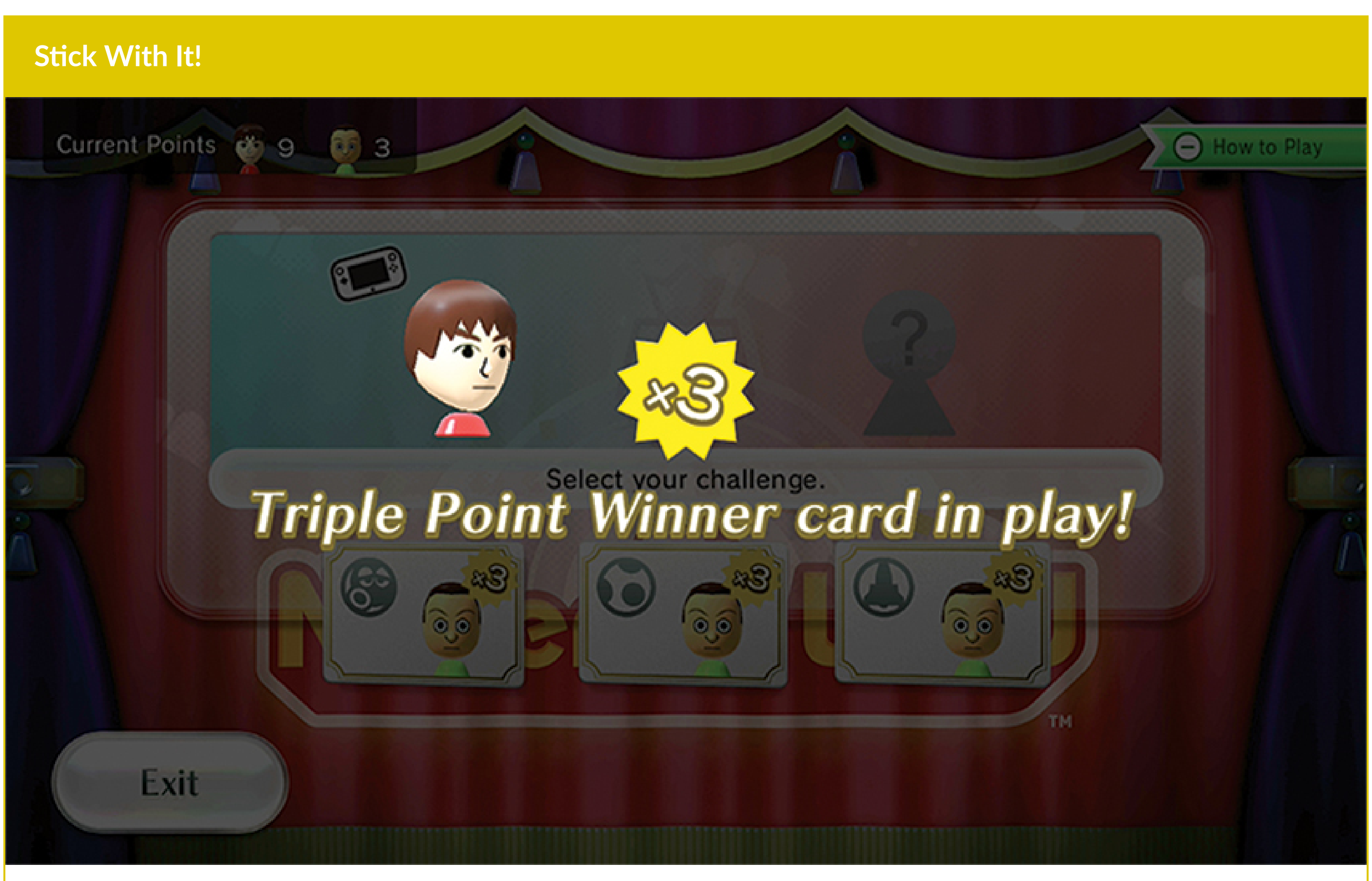

306
Zoom
Times Played
3
2
1
0
0
Nintendo Land
A

The only requirements for the Attractions Tour are one GamePad and one Wii Remote Plus (or Wii Remote with MotionPlus accessory) and a Nunchuk, no matter how many people are playing. (More Wii Remotes can be added to increase the challenge for the player holding the GamePad.) This is because every game mode is played in hot seat fashion.


How to Play
OCTOPUS DANCE
Undersea Party Grooves
1st
VS.
2nd
Select your challenge.
Exit
OK

Here's how it works: One player chooses from three random Attraction selections offered by the Attractions Tour, and then attempts to score as high as possible. When finished, that player then hands off that same controller, be it the Wii Remote Plus or GamePad, to the next player, as indicated by their Mii. The second player plays the exact same Attraction section, aiming for a better score. The attempts continue like this, passing from one player to the next until everyone has participated and played that Attraction selection. The player with the highest score then wins points, and the gameplay moves to the second round. A different Mii then selects the next Attraction from a random collection of three Attractions, and the competitive fun continues.

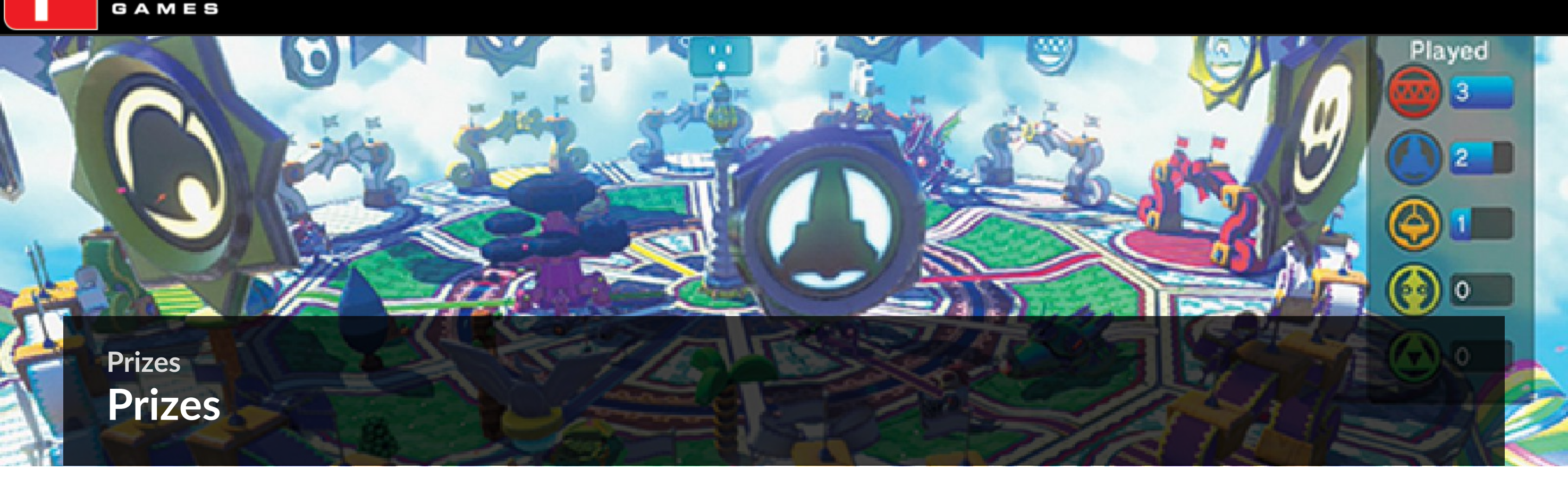
Stick With It!


Current Points 9 3
How to Play
×3
Select your challenge.
Triple Point Winner card in play!
×3
×3
×3
Exit

It might start to feel a little unfair if you're playing against someone who already knows all the Attractions by heart, but don't give up hope! In the final round, a handful of bonuses are bestowed, and they can help players who have fallen behind make a last-second comeback. Bonuses include things like triple point scores and even complete score reversals!

Congratulations!
???
A

Depending on a handful of factors that all players agree on before starting, including difficulty and overall number of rounds, the randomly chosen Attractions may be from the middle of a particular Attraction's normal game or it could be a full-length Challenge. The choices are entirely up to you, but no matter what choice you make, there's no easier, faster way to see all that *Nintendo Land* has to offer.



Prizes

Prizes

Prizes

Prize
Animal Crossing: Sweet Day
Candy Switch
House
Island Windmill
Candy
Totem Pole
Candy Tree
Balloon Trip Breeze
Balloon
Balloon Bird
Balloon Breaker
Balloon Fish
Buoy
Rest House
Rest Island
Captain Falcon's Twister Race
Air Duct
Battery Machine
Blue Falcon
Speed Spike
Falcon Light
Neon Barricade
Donkey Kong's Crash Course
Goal Flag
Gear Crank (Left)
Gear Crank (Right)
The Legend of Zelda: Battle Quest
Big Moblin
Bird
Bomb Stack
Boulder
ChuChu
Deku Tree
Eye Switch
Ganon
Goron
Grassland Tree
Hero's Bow
Jar
Kargorok
Keese
Master Sword
Moblin
Quick Moblin
Rupee
Skull
Skulltula
Stalfos
Switch
Tektite
Triforce
Wizzrobe
Luigi's Ghost Mansion
Battery
Ghost Statue
Robotic Arm
Suit of Armor
Super Light
Flashlight
Mario Chase
Balancing Bloopers
Bullet Bill
Piranha Plant
Toy Koopa Troopa
Yoshi Cart
Metroid Blast
Charge Bomb
Ice Charge Shot
Missile
Chozo Statue
Cyclon
Geemer
Gunship
Kraid
Metroid
Morph Ball
Ridley
Rocket
Rapid-Fire Helment
Spike Bomb
Zebesian
Octopus Dance
Dancing Seaweed
Dancing Submarine
Instructor
Large Octopus
Little Octopus
Pikmin Adventure
Abundant Mass
Herbaceous Kettle
Angular Sapling
Bilious Bulborb
Bombardier Beeb
Bulborb
Bulborb Dropping
Bulblord
Bulbous Sporehaven
Carved Pikmin
Creepy Beeb
Draft Jumper
Emperor Pinchipede
Fronded Stump
Hyperborean Verdant Silo
Fungiform Family
Glacial Fungicap
Greater Bladed Beeb
Hammer Seed
Jump Switch
King Beeb
Knuckle Seed
Large-Mouth Wollywog
Nectar
Blowhog
Rock
Sinuated Flora
Spike Ball
Spiral Timber
Striped Conifer
Telescoping Pumphog
The Ship
Vegetal Pouch
Verdant Silo
Verging Bloom
Whip Seed
Takamaru's Ninja Castle
Bamboo Shoot
Candle
Clay Bomb
Murasame Mask
Katana
New Pot
Ninja
Old Pot
Scroll
Taiko Drum
Throwing Star
Yoshi's Fruit Cart
Apple
Bananas
Bee
Egg
Number Flag
Goal Gate
Grapes
Melon
Orange
Peach
Pear
Present
Spike
Strawberry
Watermelon

Other Prizes
Prize
Jukebox Prizes
Animal Crossing Song
Animal Crossing Song
Balloon Trip Song
Balloon Trip Song
Balloon Trip Song
Balloon Trip Song
Balloon Trip Song
DK Crash Course Song
DK Crash Course Song
Legend of Zelda Song
Legend of Zelda Song
Legend of Zelda Song
Legend of Zelda Song
Legend of Zelda Song
Legend of Zelda Song
Legend of Zelda Song
Luigi's Ghost Song
Mario Chase Song
Mario Chase Song
Mario Chase Song
Metroid Blast Song
Metroid Blast Song
Metroid Blast Song
Metroid Blast Song
Metroid Blast Song
Metroid Blast Song
Metroid Blast Song
Metroid Blast Song
Ninja Castle Song
Ninja Castle Song
Ninja Castle Song
Octopus Dance Song
Octopus Dance Song
Pikmin Adventure Song
Pikmin Adventure Song
Pikmin Adventure Song
Pikmin Adventure Song
Pikmin Adventure Song
Pikmin Adventure Song
Pikmin Adventure Song
SHUFFLE
Twister Race Song
Twister Race Song
Twister Race Song
Twister Race Song
Twister Race Song
Yoshi's Fruit Song
Yoshi's Fruit Song
Plaza Prizes
Cannon Button
Completionist's Prize
Daylight Button
Explosion Button
Gravity Button
Grow Button
Heart
Jukebox
Question Block Button
Question Mark
Time Stopper
Tutorial Button

Team Attractions

The Legend of Zelda Battle Quest

THE LEGEND OF ZELDA
BATTLE QUEST
Archery and Swordplay

A Tale of Sheaths and Quivers

When the land of Hyrule falls under the shadow of a dark threat, there is only one man prepared to defend it: the green-clad hero known far and wide as Link. An expert in both archery and swordplay, our pointy-eared protector has always been ready to take on any threat, but for the first time those two distinct disciplines are available as separate roles for you and up to three fellow adventurers. Using the GamePad for archery and a Wii Motion Plus-equipped Wii Remote for swordplay, *Battle Quest* will take you from the bucolic fields of lower Hyrule to the foreboding, wind-battered cliffs of Death Mountain and into the lair of the most nefarious villain Hyrule has ever known: Ganon.

Battle Quest offers a unique experience for both styles of gameplay; the GamePad allows the archer to observe battles from an exclusive vantage point, using the built-in motion-sensing capabilities of the GamePad to literally look around the world. Aiming is accomplished by physically moving the GamePad as if it were a window into the world, and though the battle may start off fairly simple, the challenge quickly ramps up and will require a steady hand, quick reflexes, and a stout constitution. As a swordsman, the one-to-one precision tracking of Wii Motion Plus is brought to bear to allow not just for precise horizontal and vertical slashes, but also for the actual angle of the blade. Certain enemies actually require that the blade be either parallel to or perpendicular to the ground to cut through defenses, so steel yourself for a different kind of hack-and-slash challenge.

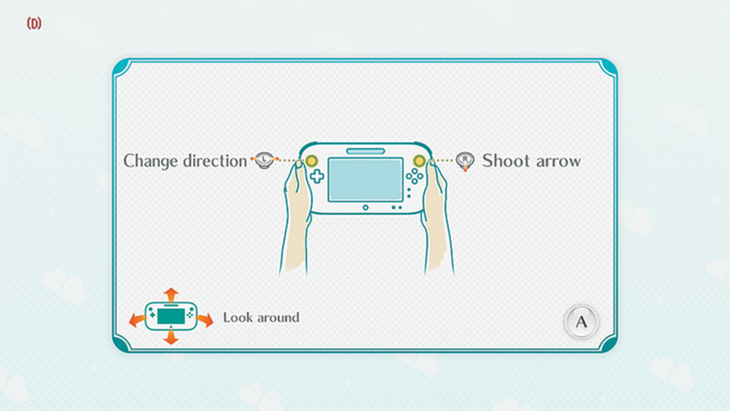
Origin Story: The Legend of Zelda

Shigeru Miyamoto and Takashi Tezuka's ground-breaking 1986 release was notable for plenty of firsts. For one, the titular character wasn't the main hero, but a princess and guardian of the mystical Triforce kidnapped by the malevolent Ganon. For another, it employed a battery for saving progress rather than having to deal with cumbersome passwords that were the norm at the time. A Second Quest offered after finishing the game remixed item locations, dungeons, and hazards and upped the challenge significantly. (Though this was not in and of itself a first, few games if any offered such an extensive reworking of the whole game.) Adding in a snazzy gold cartridge for the game's 1987 debut in the US on the Nintendo Entertainment System and The Legend of Zelda was already something highly coveted even before tales of the game's deep, engrossing gameplay ever started bouncing around the schoolyard. The *Zelda* series is perhaps most hailed for its fusion of different core gameplay concepts: role-playing-like abilities to upgrade the hero Link's health and weapons; an adventure game-style, freely explorable overworld and dungeons; and real-time sword- and item-based attacks normally seen in pure action games. Many series since have attempted to cobble together similar elements, but none has had the kind of bombshell impact as *The Legend of Zelda* had on the mid-80s renaissance of the video games industry.

Controls

GamePad Controls

Aim	Move GamePad
Turn	Tilt Left Stick left/right
Shoot	Tilt Right Stick down (hold down to charge a shot)
Reload	Tilt GamePad down
Dodge	Press ZL and ZR Buttons simultaneously or tilt the GamePad left/right (according to on-screen prompt)



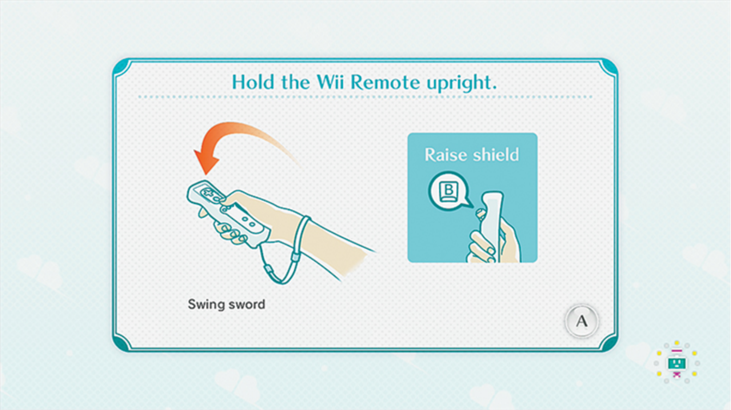
As an archer, you move the GamePad to adjust your aim. You can angle the screen to allow for small adjustments, but can just as easily turn in place to find enemies as needed (if you have access to one, a swiveling chair can be used to rotate in place for extra immersion). For larger movements, the Left Stick can be tilted left or right to turn your Mii, and nocking an arrow and letting it fly is as easy as pulling down on the Right Stick. Hold the Right Stick down to increase the power of the shot (indicated by glowing lights creeping down the bow). A fully charged shot is enough to fell most enemies, but there's some risk in waiting until the shot is completely charged up. A quick shot has the power to stun enemies and interrupt their attacks, so don't be afraid to experiment with different timing.

While firing on enemies, keep an eye on the number of arrows left in your quiver by glancing down at the bottom-right corner of the GamePad touch screen. When there is a little downtime between encounters, be sure to restock by pointing the GamePad down toward the floor. Refilling arrows isn't instant; you'll need to keep the GamePad pointed down until the stock fills completely, and the fewer arrows you have, the more time it takes to fully restock.

Though archers are completely vulnerable to most melee attacks from enemies and must dispatch attackers before they get in too close, ranged attacks can be dodged by pressing the ZL and ZR Buttons simultaneously when the on-screen prompt appears. During boss fights, tilting the GamePad to the right or left to match the on-screen prompt can also avoid an attack, but in both cases, the window for reaction is only about a second or so.

Wii Remote Assistance

Slash	Swing Wii Remote
Charge Attack	Hold Wii Remote vertically
Raise Shield	B Button
Switch Targets	A Button



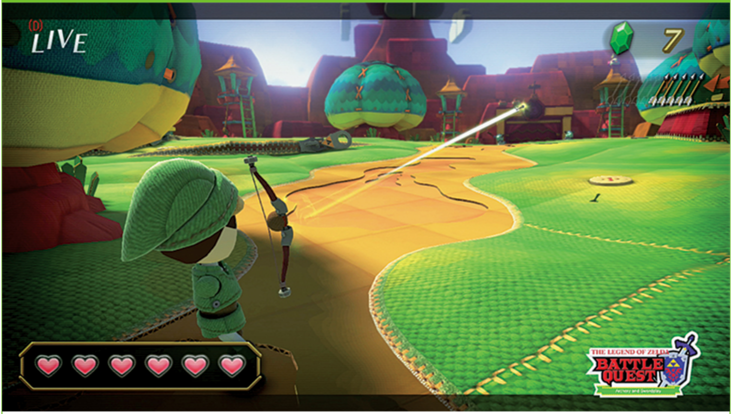
Hold the Wii Remote upright.

At the other end of the combat spectrum lies *Battle Quest's* melee combat. Exclusive to players using the Wii Remote Plus, swordplay centers around horizontal and vertical slashes, but adds in one-to-one motion tracking thanks to the enhanced precision of Wii MotionPlus. This means the angle of the sword itself is also important—think less club and more tennis racket. Swordsmen are the front line of both offense and defense, and by holding the B Button, their shields can be raised to protect them from any attack. More importantly, they help stand between approaching enemies and the archer, who has no such shield to avoid attacks.

Quest

The core of your Mii-as-Link adventure takes place in Quest Mode. A sprawling series of challenges, Quest can be played with a single player as either an archer or swordsman, but the real fun is in playing with friends. Up to three Wii Remotes can be paired with a single GamePad to form a battle-ready party of adventurers to tromp across Hyrule. Movement in this mode is automatic; whenever the adventurers aren't fighting enemies, they'll move ever-forward along a preset path. While swordsmen serve as the front line and will often take on challengers at close range, the archer has a wider field of view. That's key, since only archers can fire their arrows at pots to shatter them and release the Coins that might be hidden within. Moreover, archers are the only ones able to take down special birds that contain hearts to help refill the team's health.

I Heart You



Pay close attention to the line of hearts representing your health. Hearts are your entire team's lifeblood, and though you may be many in number, you all share one pool of hearts. Archers should always be on the lookout for the plump, slow-flying Cucoos. These portly avians often leave their roosts atop trees when you and your adventurers are far away, so most times an archer will need to lead the critter a little so that a fully powered-up shot can connect with the bird as it traverses a short route out of the level. Even if the team has full hearts, it's good target practice to try to hit a moving object at a distance—just make sure there aren't any enemies nearby that pose a threat.

Icon	Name	Conditions
▲	100 Rupees	Collect 100 Rupees total.
▲	1,000 Rupees	Collect 1,000 Rupees total.
▲	Triforce Collector	Finish all nine quests to claim their Triforces.
▲	Quest Master	Complete all quests.

	Legendary Hero	Master all quests.

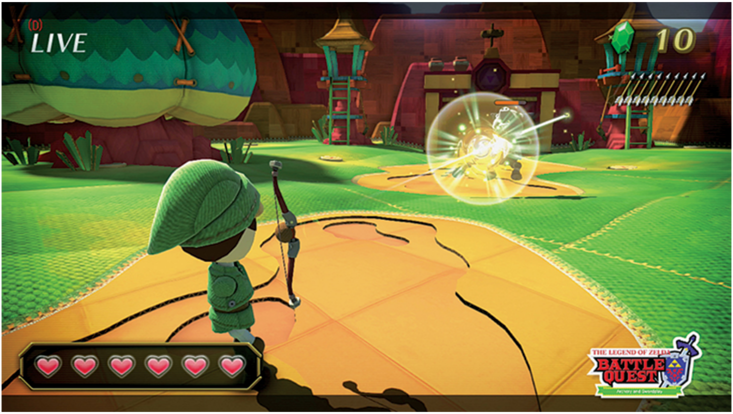
1. The Grasslands

Mastery Requirement: Finish Without Taking Damage

Every journey begins with a first step, and it's here that you (and hopefully a few friends) embark on your quest. The verdant plains of Hyrule Field are a perfect place to get to know the various threats you'll be encountering, including Moblins, ChuChus, and Kargoroks. Keep your eyes peeled for clay pots and chubby Cuccos, and call them out for the archer if you are playing as a swordsman.

2
A
Change target
B
Guard
0
0
A
Change target
B
Guard

It doesn't take long before the nastier parts of Hyrule's fauna decide to crash the party. A group of ChuChus pops up between a set of trees and starts advancing toward the party. The red version of these little critters isn't much of a danger; they can be taken down with a quick sword swing or a standard, non-charged arrow. Enjoy the quick squabble, because enemy encounters are about to get more difficult.

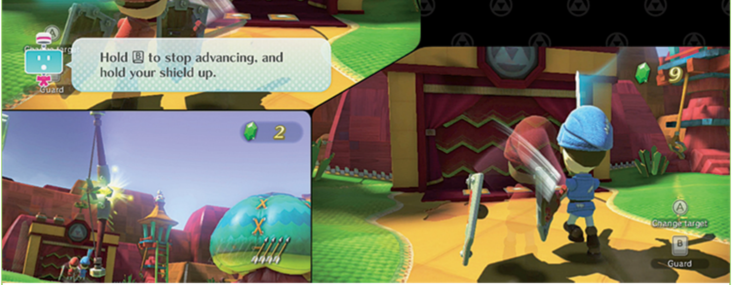


More ChuChus wait near a gate, and they are joined by a smattering of Moblins. Just as the blob-like creatures were taken down with minimal effort, these pig-faced baddies aren't much trouble—simply swing away or stood standard arrows and they're toast. After all of the enemies have been dispatched, the group automatically heads toward the switches to open the gate to the next part of the level.

Full Power

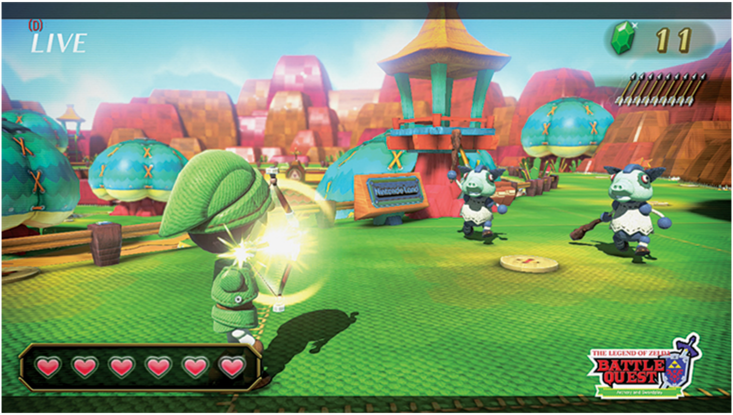
Alternatively, swordsmen can practice holding their swords vertically to charge up a more powerful attack. When the light crawls down to the hilt of the sword, swinging horizontally unleashes a whirling attack that can hit multiple side-by-side enemies hard enough to wipe them out in a single blow. Swinging vertically makes your Mii flip, striking with enough force to shatter shielded enemies.

Bird's Eye



Hold B to stop advancing, and hold your shield up.

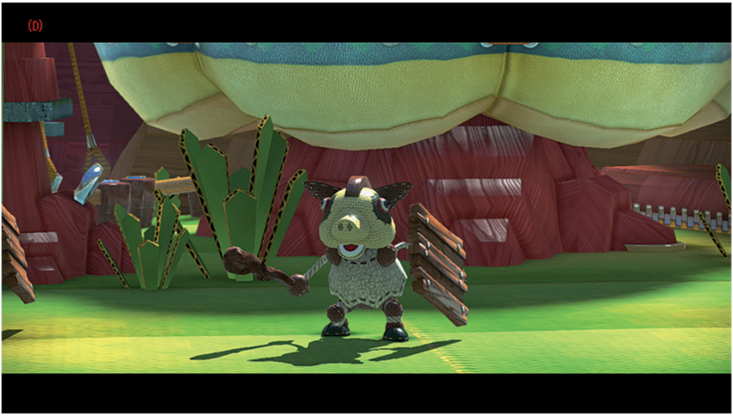
A Cucco slumbers on top of the right guard tower near the gate. As the archer, be sure to quickly target the bird and harvest the valuable heart before it can fly away.



Passing through the gate and onto an elevated walkway, you see more Moblins appear, and past them is a gaggle of ChuChus. Beyond the red menaces wait more Moblins. If a heart is needed, there is a Cucco atop a tree on the right, and a couple of pots are on the left side of the path, just past a tree. Another Cucco waits just a bit farther ahead on top of a small house, along with some pots that can be smashed for a few more rupees. Continue slogging through the Moblin hordes until your Mii characters reach a small clearing where a new kind of Moblin threat appears.

A Wooden Disposition

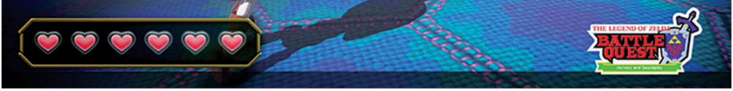
The Moblins that appear in this clearing (the exact number depends on how many players are adventuring together) have a new trick: a small wooden shield. It may not seem like much, but the shield absorbs damage. This is a problem, considering these are tougher than any Moblin you have met thus far. Of particular concern should be the *way* in which they hold those shields. For archers, there's not much to worry about, just aim for any exposed bit of body. For swordsmen, though, your attacks should attempt to avoid the shield entirely, so swing horizontally when the Moblin raises the shield over its head, and counter with overhead strikes when the shield is held in front. A charged attack can break the shields—a tactic that will be useful going forward; these aren't the last you'll see of the armored threats, and certainly not the largest number of them at once.



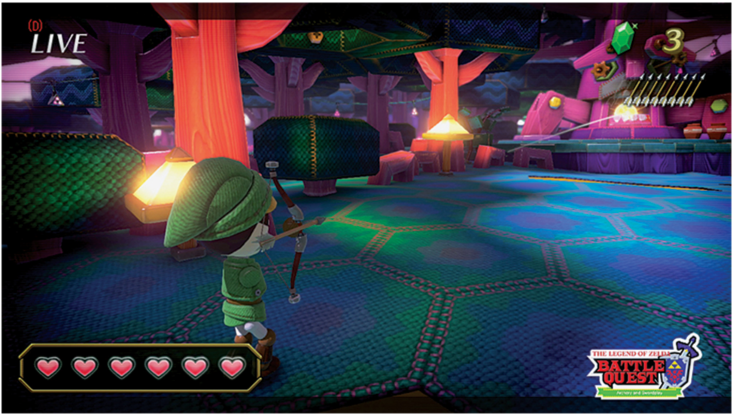
When all of the Moblins have been eliminated, a Triforce will descend from the heavens to mark the end of this little outing.

2. The Lost Woods

Mastery Requirement: Finish Without Taking Damage



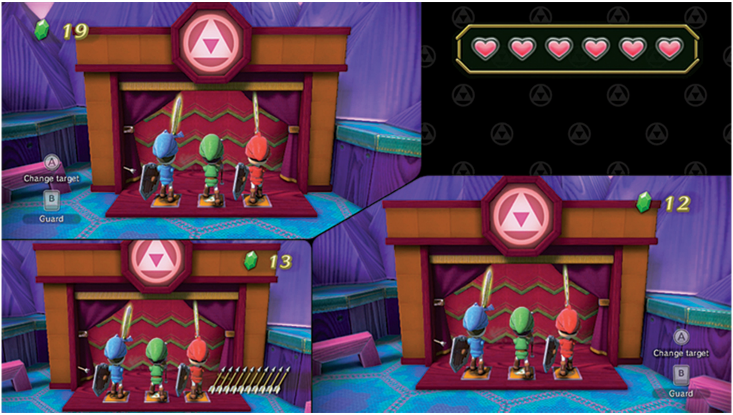
Hyrule's legendary forest has been the source of more than a few worrying tales. Sure, one could imagine they were drummed up as a means to keep ornery children from disobeying, but surely there must be some merit to them…As your Mii-in-Link's-clothing quickly discovers while delving into the heart of The Lost Woods, not all tall tales are pure fabrication, and new threats wait beyond the boughs and branches stretching overhead.



There's not much happening as your Mii first starts into the forest, but there is a chance to nab a Coin. A large purplish-pink tree sits dead ahead, its mouth slowly opening and closing. Time an archer's arrow shot just right (by releasing just as the mouth starts to open, depending on range), and the arrow sails in to pocket the Coin. A few more pots to the right of the mouth make for good long-range target practice, but don't let any swordsmen stray too far ahead.

6
A
Change target
B
Guard
10
7
A
Change target
B
Guard

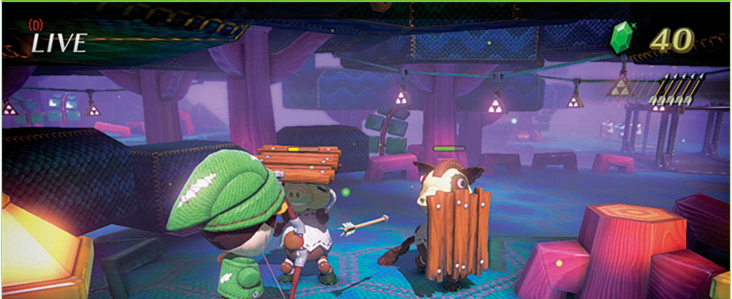
The reason for hanging back? A pack of Moblins waits on the other side of a small wooden bridge. Take them out at a distance if you are playing as the archer or wait for them to draw near with your shield raised if you're wielding a sword, then move on, albeit slowly. Another long-range opportunity presents itself shortly after you cross the bridge. Where the path curves to the left, a pair of waiting Moblin Archers (one in a tower, another on an elevated platform just below him) will continue to rain shots down on any swordsmen that charge forward to take on more Moblins in the smallish clearing ahead. The archer should hang back and take out the long-range targets quickly, then join the fray up ahead. After dealing with the Moblins, focus your attention on the glass spheres near a closed gate. The archer should concentrate on the upper target (or targets if playing solo), while the swordsmen can slash to light up their targets and open the area beyond.

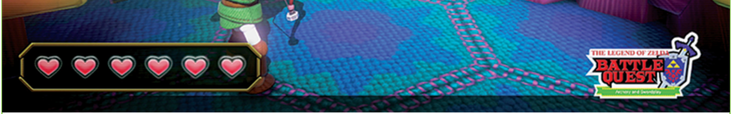


The area beyond the locked gate is rife with activity. A tower sniper in the distance (a few pots are below him), plus Moblins in the area below all get ready to attack as soon as your group enters this new area. Clear them out, then have everyone meet on the pressure plates to unlock the next area.

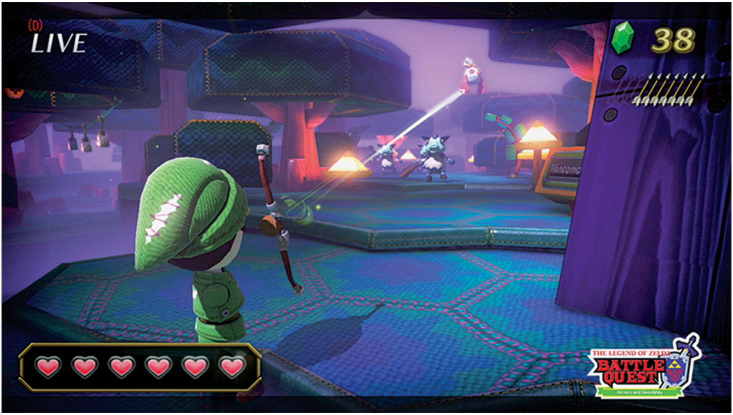
Immediately upon entering, a set of Moblins rush in, and still more wait around the corner. Deal with them carefully, raising your shield to avoid their strikes if you're leading the charge as a swordsman, then proceed forward.

Shields Aplenty

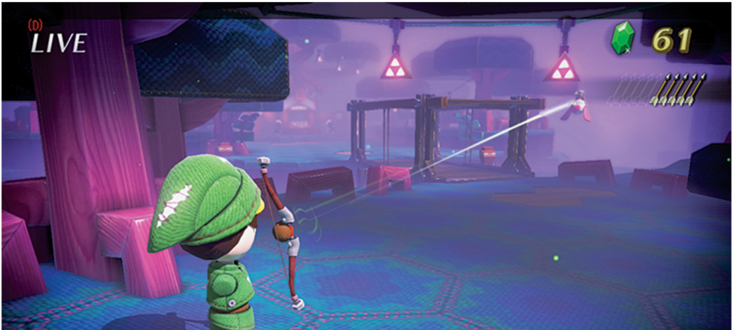




Remember those final enemies at the end of the first level? The ones with the shields? Well, get used to fighting them, because they pop up here and beyond with increasing frequency. This is actually a common theme throughout Battle Quest; bosses in previous levels become far more common in later ones, so pay attention to the strategies used to defeat them the first time around. Later on, there will often be other enemies to deal with at the same time, especially in the final levels, and you'll need this knowledge to survive.



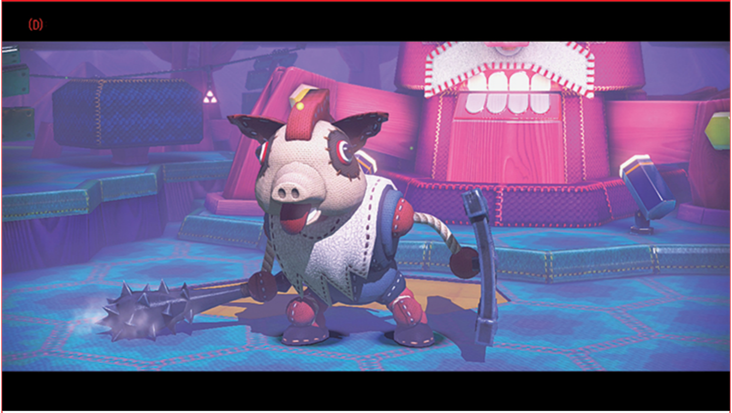
The archer should keep their eyes on the skies, as a plump Cucco traces a short elevated path between the treetops before disappearing from view. Even if hearts aren't needed, it can't hurt to do a little target practice.



THE LEGEND OF ZELDA
BATTLE QUEST

After you trudge along a narrow path, another bridge and yet another pack of Moblin waits. Deal with the Moblins as they approach, but hang back before heading across the bridge to let your archer concentrate on a pair of Cucco, one perched to the right of the bridge and another flying above it. The hearts gained by felling these fowl are important because it's already time for another boss fight. Take a peek to the left immediately after crossing the bridge to spot a trio of out-of-the-way pots for those archers that need a little target practice.

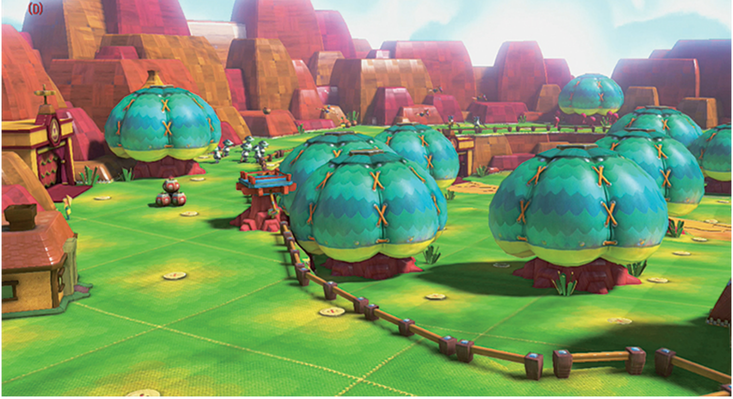
That's a Big Club



He might seem imposing, but this Moblin boss is a relative pushover. His massive metal shield and club are definite advantages, however. The club is used in one- and two-swipe attacks, while the shield is raised most of the time. This protects against all but carefully aimed arrows from the archer that can slip around the shield to hit the Moblin's head, arm, and legs. In this instance, it's important to take things slow. Even with multiple players, the incoming attacks can all be blocked with swordsmen's shields, so keep them up unless you are attacking after the Moblin's club swipes have finished. When the boss threat has been eliminated, it's Triforce collection time.

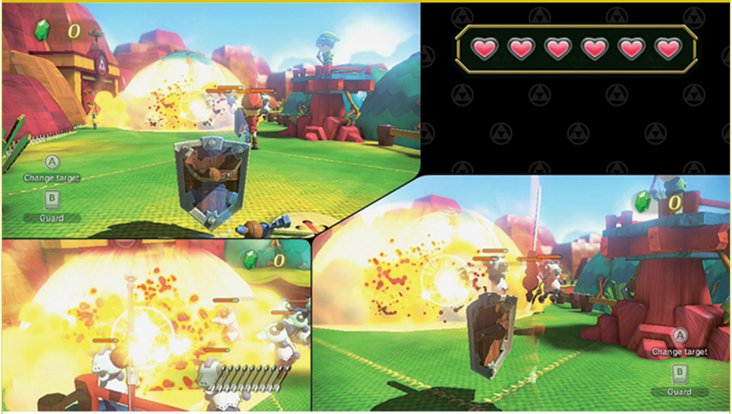
3. Grassland Temple

Mastery Requirement: Finish Without Taking Damage

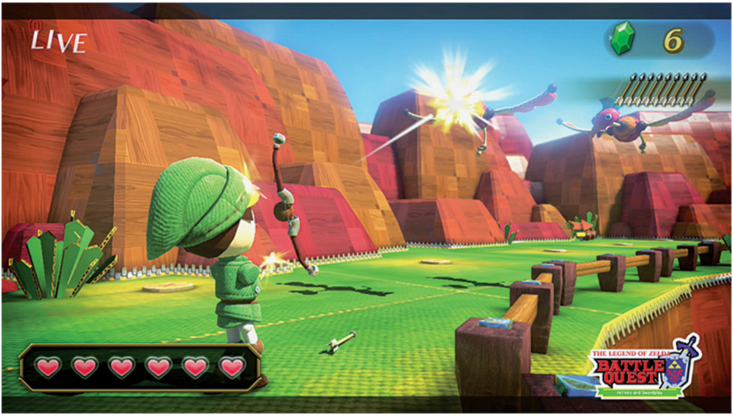


The hunt for the Triforce takes your Mii to a sun-drenched, hilly path leading into the Grassland Temple. New threats await, and your combined teamwork (if playing with friends) will be put to the test even more now. The archer must be ready to deal with long-range threats but keep their quiver stocked in case enemies draw closer, while swordsmen need to contend with ever-increasing numbers of enemies, many of which are better equipped than they've ever been to absorb attacks and dish out more of their own.

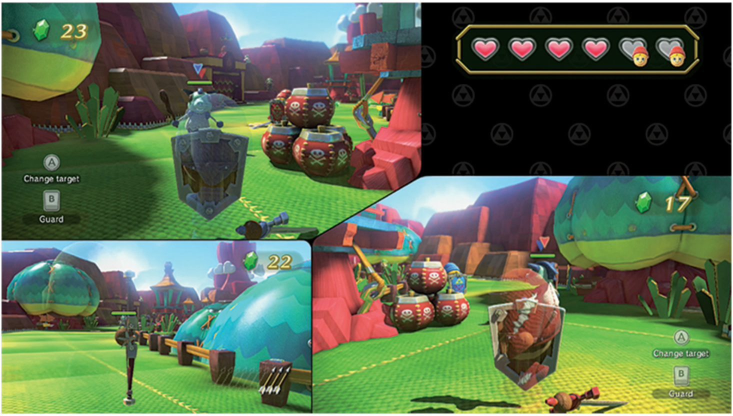
Red Means Boom



If the archer is playing with swordsmen, the group will be slightly separated, with the archer on a raised perch, but this offers a unique chance to target the new red barrels stacked up in a pile down below. The barrels can be put to explosive use by waiting for the approaching Moblin horde. Wait for them to charge toward the swordsmen from farther up the main path, then let let loose with an arrow into the barrels. Be careful, though: That explosion can wipe out the entire Moblin group in one fell swoop, but the explosion will also hurt teammates caught in the blast. So be sure to keep some distance as a swordsman while communicating with the archer to find out when they'll take the shot.

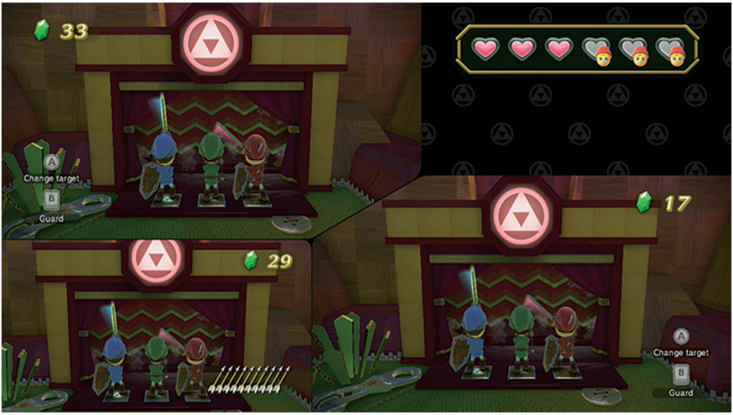


Once the Moblin threat has been addressed (either by carefully detonating the barrels and taking care of the stragglers, or by attempting a far more dangerous direct melee confrontation), proceed along this raised pathway and keep your eyes trained on the skies. “A small flock of Kargoroks approach. While they don’t immediately attack, opting to hover for a moment in front of players before dive-bombing, the window to attack them is small. Alternatively, swordsmen can block with their shields as the birds swoop down to attack to stun and temporarily ground them. The Archer can target and remove these threats from a distance, but to take them down in a single shot, the arrow must be fully charged up (make sure the bow is glowing) before its release. On the ground, swordsmen can raise shields until the birds hover nearby and hit them with an overhead slash, but archers are better suited to dealing with the threat; even a single non-charged shot knocks them to the ground for a few seconds, which provides breathing room (or lets sword-bearing Miis get in the final swipe). Deal with the aerial threat quickly because Moblins are approaching from the distance.



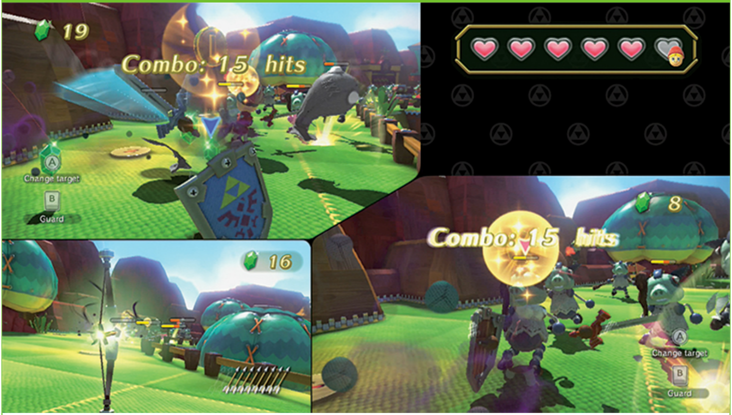
Farther ahead, a small group of ChuChus pop up and advance toward your Mii. They’re easily dealt with, as are the Moblins that follow. What isn’t quite so obvious is the waiting set of red barrels near the base of a tower with a sniping Moblin Archer. Although the archer can take aim from a distance, it can be easy to let swordsmen move too far forward, so when the path starts to curve right toward the Moblin Archer tower, have the swordsmen hang back to avoid getting caught in the blast.

Remember, when they're not holding up their shields or swinging their swords, swordsmen will always attempt to move forward without stopping, so get those shields up to let the archer catch up.

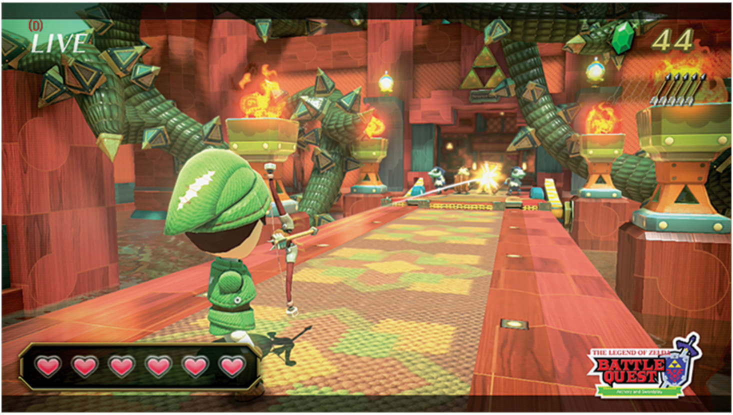


Past the explosives are more Moblin Archer nocking and loosing fiery arrows toward your approaching Mii. The archer should concentrate on dealing with them first (especially if playing solo), then deal with the shielded Moblins that join the fight. Keep an eye out for a Cucco that takes off from its roost above the entrance to the Temple; it has a relatively short flight path that takes it around the nearby rocks and out of view forever, so be quick if a heart is needed. Some nearby pots above the Temple entrance and near one of the Moblin Archer towers can yield some extra Coins if you're lucky. When everyone is ready, step onto the pressure plate to head into the Temple.

The Perks of Precision

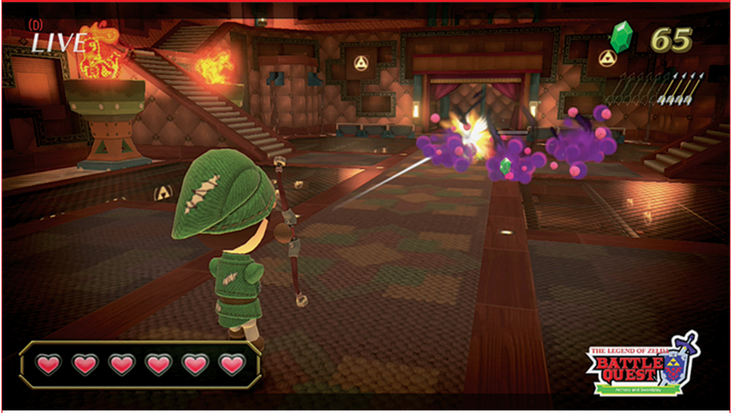


Rupees aren't just a currency in Hyrule, in *The Legend of Zelda: Battle Quest* , they also serve as a means of measuring contribution to the overall effort. By taking out enemies your Mii will slowly build Rupees that are then tallied at the end of every level. The player with the most Rupees is the one who stands front and center when the Triforce appears and has the honor of raising it up for all to see. Combos are another way of extending bragging rights; the longer a character can keep their combo going without taking a hit of their own, the better the Rupee rewards from downed enemies will be. Both combos and a small number of stocked Rupees are reset whenever a character takes a hit, so keep up that defense to avoid losing out in the final tally. The loss for a long streak that's finally interrupted is heavier than a short one, but those who can avoid damage for the longest reap the biggest rewards. Combos also yield Coins that can be used in the Coin Game, so keep those clean hits up!

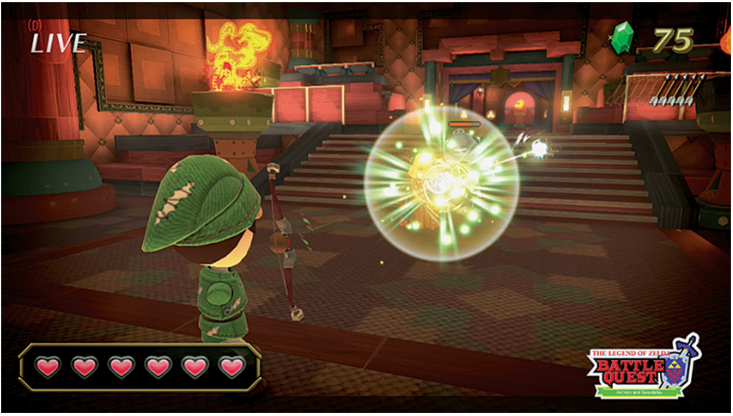


Just inside the Temple, a group of Moblins wait near a raised drawbridge. Deal with the defense force, then have the archer fire at the Switches to light them all up and lower the bridge. On the other side is a greeting party that quickly charges forward, including a few shielded Moblins. Keep an eye out for a Cucoo as it lazily flies through the center of the Temple antechamber to bank a heart where needed, and prepare for a new kind of threat.

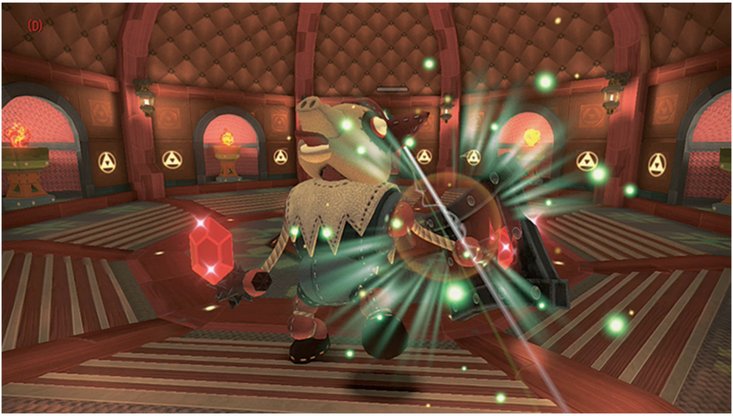
Watchful Eye



Tektites are nasty little buggers that can quickly overwhelm unprepared players. Because of their particular type of armored plating, Tektites can only be damaged by swinging a sword between the halves of armor surrounding their eye, or with a well-placed arrow directly into the eye. Add in the fact that Tektites can shift this armored covering between horizontal and vertical orientations and you have a threat that requires a bit more precision than most. Make sure that your swordsmen are holding their blades completely flat (think about it as a tennis racquet rather than a club) to slice through the narrow crack.



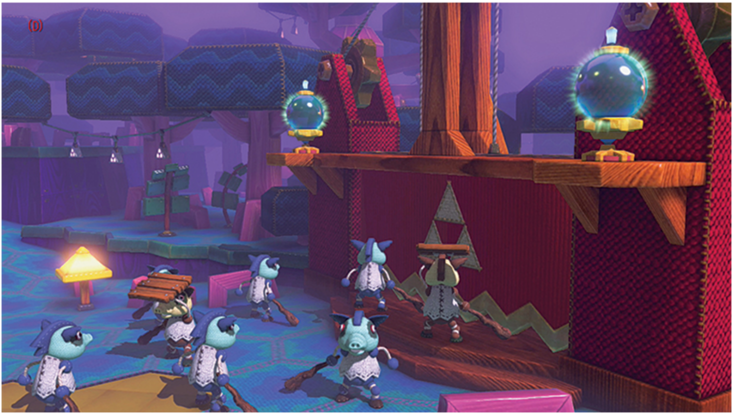
After taking out a half-dozen or so of these peering threats, proceed forward, but be ready for some surprise Moblin attacks from around the corner of the upcoming hallway. A few pots wait to the left of the fork in the hallway, and to the right waits another set of Switches that must be struck quickly. Another Moblin ambush in tight quarters waits up ahead and spills out into a larger chamber. There are plenty of targets to worry about here, but the archer must be ready to take out some Moblin Archers higher up at the far end of the room, while also making note of some pots that can be smashed on either side of the nearby door. Move forward steadily, but deal with each group of Moblins (including some shielded versions) completely before pressing onward.



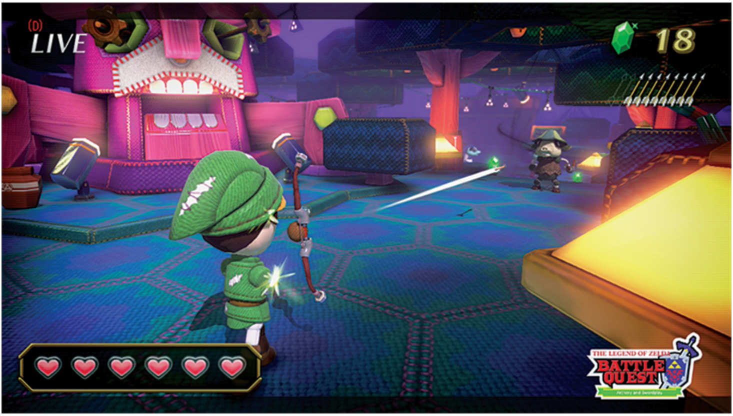
It should be obvious by now that this is the end of the line, but before the Triforce can be seized, a boss much be dealt with first. Thankfully, this Big Moblin is just like the last one you faced. What isn't the same as that first Lost Woods encounter is the arrival here of a few normal Moblins at the same time. Deal with the small enemies first, preferably with the archer at a safe distance, and then take down the big oaf just as you did his buddy previously: Swordsmen, keep your shields up until the swipes have been completed and then unload with everything you've got.

4. Road to the Goron Mines

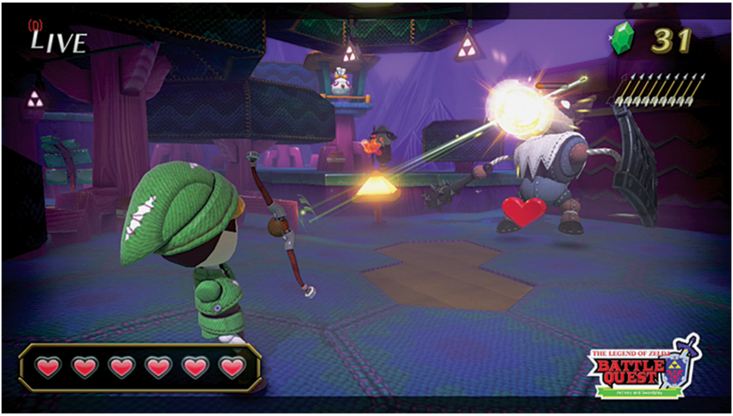
Mastery Requirement: Finish Without Taking Damage



With the Grassland Temple in your rear view, it's time to delve into the depths of the Goron Mines. The Gorons, massive but relatively peaceful, have worked tirelessly to plumb the depths of Hyrule's many craggy areas, and it's here that the next Triforce challenge awaits. Expect a familiar trip through the deeper hues of the Lost Woods, but don't let familiarity cause you to drop your guard; there are surprises in store, too.

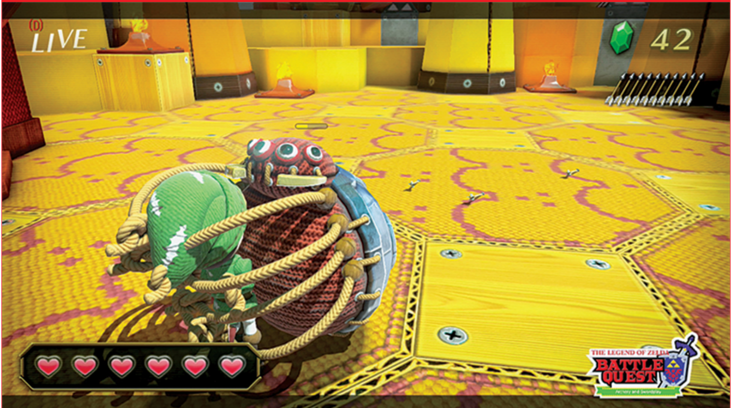


Depending on whether you're playing solo or with friends, the start of this level could be in one of two different forks, but they both lead to a small area just past a bridge that is lousy with Moblins. After clearing them and hitting some high Switches with a few arrows, the gate nearby opens to reveal yet more Moblins. The little critters are starting to get better equipped. Lying in wait just past another pot, hidden inside an opening and closing tree mouth, are some flaming arrow-firing Moblin Archers. Clear them out before worrying about the pot in the tree's mouth, as it coughs up a heart to restore damage sustained during the fight.



Past the Moblin menace is a short ramp down into a more open area with a few waiting red barrels. Don't let explosive greed get the better of you; as soon as swordsmen venture far enough into this area, a Moblin Archer appears as a kind of mini-boss fight. Thankfully, the barrels' explosive effect can whittle away a large chunk of the Big Moblin's health and make the fight much, much easier, but some patience is required. To the left of the barrels, sitting on a perch, is a Cucoo worth a much-needed heart. Step onto the pressure plate to venture into the Mines.

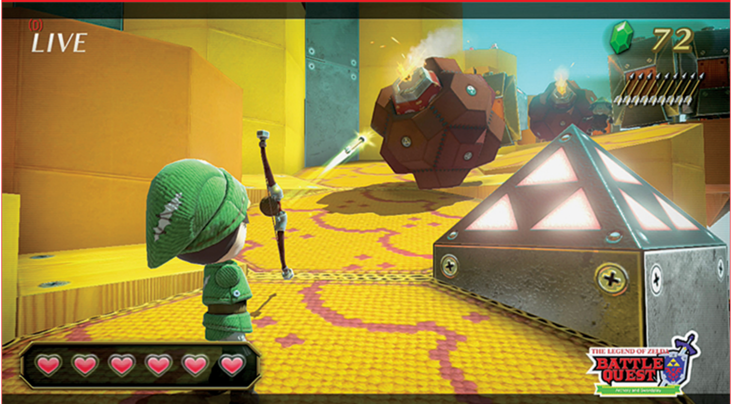
When Arachnids Attack



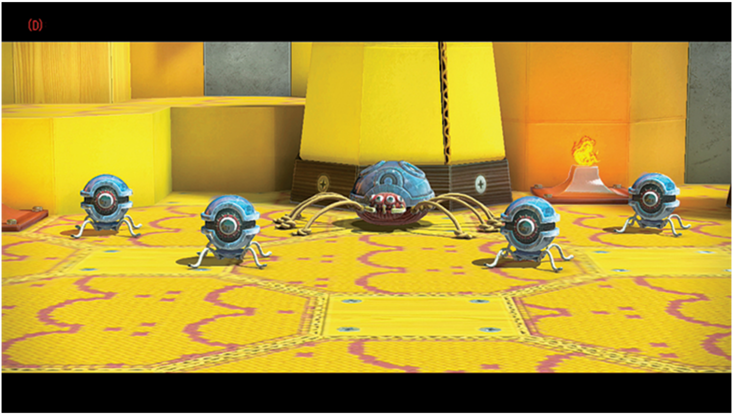
The short path through the cave leading out into the Mines proper is rather straightforward, just a handful of Moblins ... and a waiting Skulltula. These spiderlike creatures of rope and cloth are well armored on their backside. The trick is to flip them over, where their bellies are nice and vulnerable, but doing so requires a charged-up arrow to the face, a sword slash travelling from down to up when the enemy is near, or well-timed arrow or sword swing as the creature is jumping. Once popped up onto its side or back, a Skulltula isn't much of a threat—so long as it's taken out quickly. Skulltulas also have the nasty habit of leaping toward a Mii and wrapping them up in their ropey legs. If playing through *Battle Quest* with friends, an attack on those legs, be it by sword or arrow, loosens the grip if it's done before the countdown timer ticks to zero. Be quick, and valuable hearts will be spared.

Once outside, don't get caught in the glare; a gaggle of Moblins comes rushing toward your Mii, but they conveniently skirt a set of explosive barrels. Be quick, and the group can be taken out in one shot. Otherwise, clear the threats but don't press on too quickly. A trio of pots to the right can be shot, as well as some patrolling Kargaroks. Far off in the distance, circling a spire, is a lone Cucoo. Take it out for some health.

Big, Heavy, and Explosive



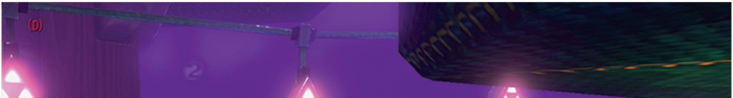
Proceed with caution up the nearby ramp; rolling boulders start to tip their way down and, unlike most threats, their weight (and attached explosives) can damage swordsmen even if their shields are up. Overcoming these weighty threats is a job that falls exclusively to the archer, who must target the small red explosive strapped to the boulders as they tumble down the ramp. It takes only a single arrow, charged or otherwise, to detonate the explosive, but haste is important here—that explosion can harm your fellow adventurers if it's detonated too close to them. Take a deep breath, tilt back on the Right Stick to nock an arrow, wait for the explosive to spin into view, and let the shot fly true. Properly timed, the explosion from the first boulder can trigger a chain reaction in the ones behind it, but be ready to let loose with another shot if the first doesn't to take out the other boulders.



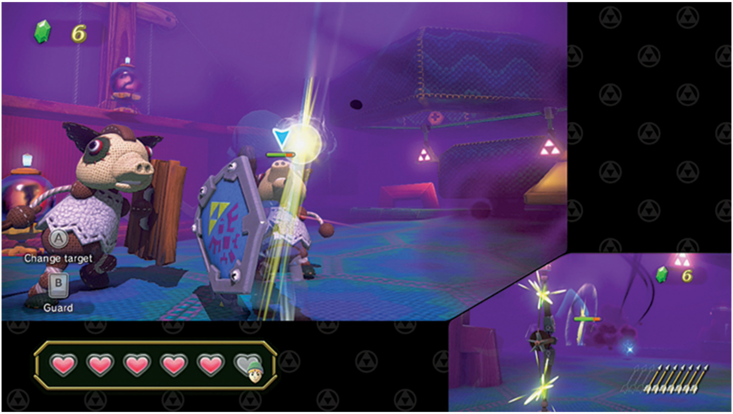
After clearing out the boulders, be ready for a few more Moblins and a circling Cucoo, then advance into a narrow passage that opens into a wide clearing. Here waits your final test: a Skulltula with quite a few Tektites just to make things interesting. Deal with the one-eyed arachnids before turning your attention toward the bigger threat. This Skulltula is quick and skittery, but suffers from the same vulnerabilities as the one you met in the cave just a few moments ago. Pop him in the noggin to flip him over, then rain blows and arrows down onto the weak purple fabric of his belly.

5. The Forest Temple Hunt

Mastery Requirement: Finish Without Taking Damage

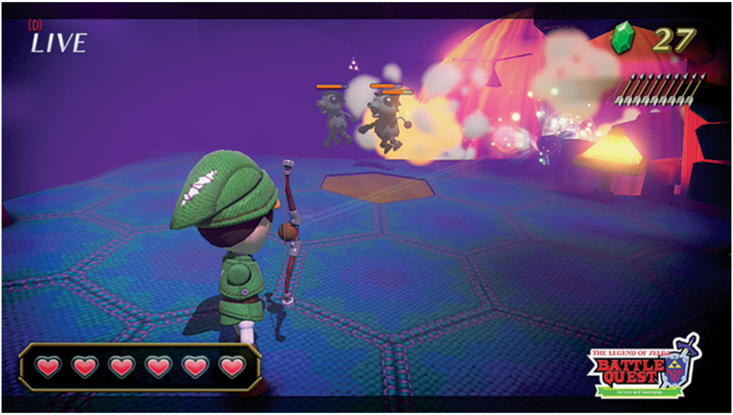


It’s time once again to venture into Hyrule’s deep, dark woods—this time shrouded in a purple fog that severely decreases the archer’s viewing distance. Swordsmen don’t suffer quite the same handicap, so let them be the spotters for the archer’s arrows when threats loom in the distance. Although this is a mission steeped in familiar enemies, one big surprise waits at the top of the Forest Temple.

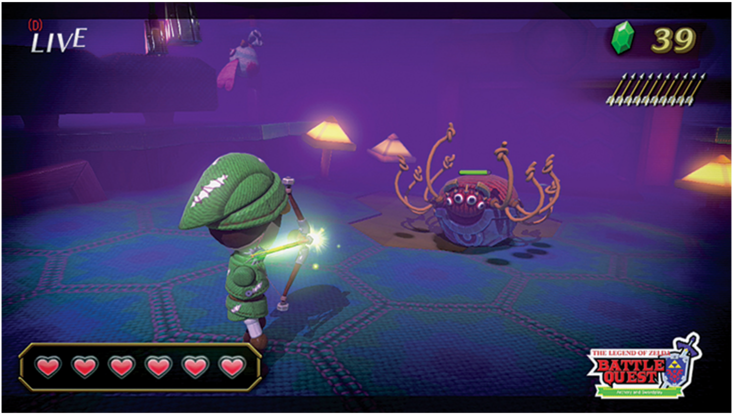


The approach to the Temple isn’t terribly precarious, so long as everyone moves slowly, and allows the archer to catch up after a battle before pressing forward. Keep shields at the ready when marching through a handful of Moblin encounters. The fact that the archer can’t take them out at long range like normal means surprise attacks can be common, even though the Moblins aren’t terribly numerous . Use communication to clear the way to a locked gate and a trio of new Switch types.

Take note of the number emblazoned on these Switches barring the way through the gate; they indicate the order in which they must be struck. Before doing so, though, make sure your archer has spun around to locate a pair of pots that can be broken for rewards. Then strike the Switches in sequence,: first the leftmost ground-based one, then the second one atop the gate, and finally the rightmost switch on ground level. Immediately after the gate is opened, expect a few more Moblins to stream out and cause trouble.

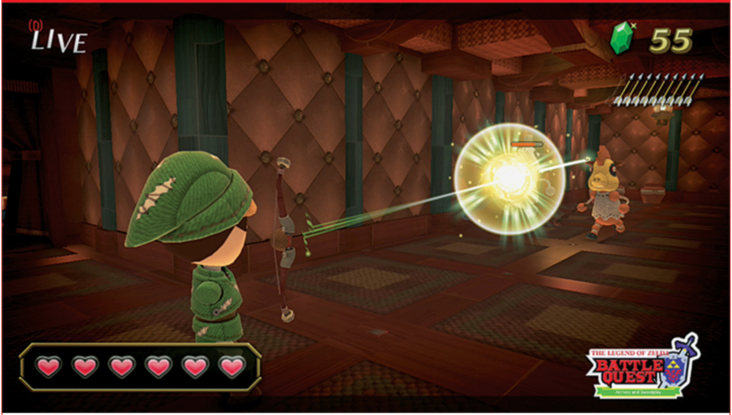


After heading through the gate, keep your guard up and look right. Some Moblin Archers let loose with fire arrows and can't easily be seen by the archer until they draws near. Using the view on the TV, relay their locations to the archer so they can use the GamePad to target in the general direction. When Moblin Archers nock their arrows, the fire can often be seen through the haze, even if the actual Moblin Archer can't. Beyond these are a few more Moblins and a set of explosive barrels near a large tree. Wait for word from the swordsmen ahead, then let the archer do what they do best to those barrels.

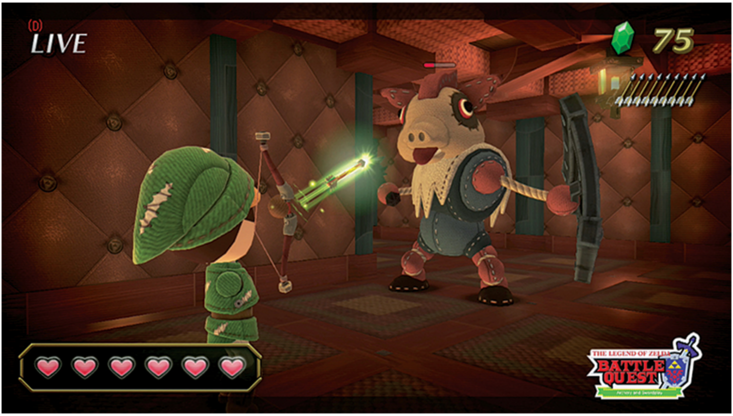


After thinning out the Moblin threat, another Skulltula appears, but shouldn't be a problem if the archer in the rear has a chance to catch up before stepping into the Skulltula's small clearing. Be on the lookout for a Cucco taking off near where the Skulltula appears, to the right of the nearby gate. When all enemies have been dispatched, it's time for another group trip to the pressure plates and into the Forest Temple proper.

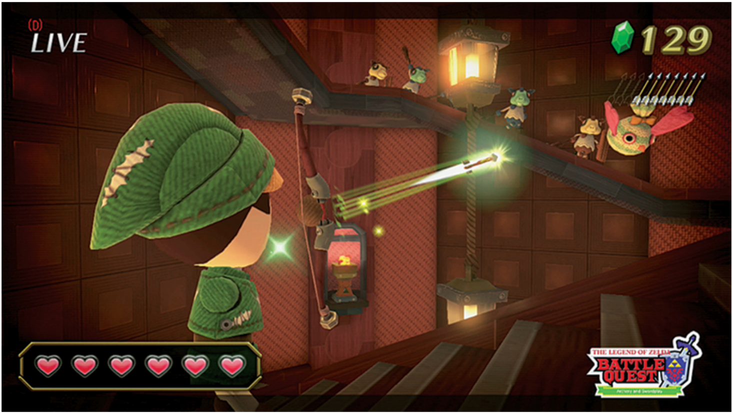
Fleet of Foot



Upon stepping into the Temple, you see a series of narrow corridors, and with them, the first appearance of Quick Moblins. These mohawked variants seek to overwhelm their targets (that's you) with speed rather than overwhelming firepower. That means they can be taken out with a few quick attacks—if they're seen first. Luckily, these claustrophobic corridors funnel the threats right into firing range, but be ready for more in the sections to come, as they won't be nearly as simple to deal with in the future. Note that a fully charged-up arrow will pass through one target and continue to hit anything behind. Use this against the Quick Moblins' knack for stacking up as they charge to make the most of each arrow fired.



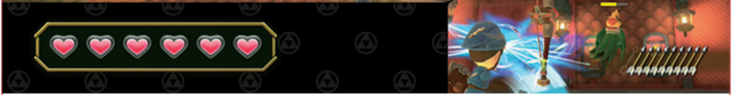
Just past the Quick Moblins are a few ChuChus to deal with, a few pots to break, some more Moblins—oh, and a Big Moblin joins the fight. Deal with the smaller enemies first, then take on this bigger brute the same way as before: wai for his swipes, then let loose with charged-up shots to really pile on the damage. Just past the hulking threat is a Switch that opens things up to a long, dangerous climb.



Proceed with caution as you slowly climb this massive spiral staircase—the angles here mean that enemies up top, like Moblin Archers, can fire down at you and any fellow adventurers you may have with you. The key is to move slowly, as a group, stopping to allow the archer to wind up a shot and take out any Moblin Archers early. In most cases, the attack on a Moblin Archer is also an invitation for a new wave of Moblins (some of them shielded), to advance toward the group, so archer and swordsman alike will have plenty to do. About halfway up, a set of red barrels can help thin an advancing group of Moblins if you have good timing. Also, make note of a Cucco that descends near the explosive barrels. A final pair of Moblin Archers guard the top of the staircase and the entrance to the boss fight.

Fight AND Flight

100
A
Change target
B
Guard
95

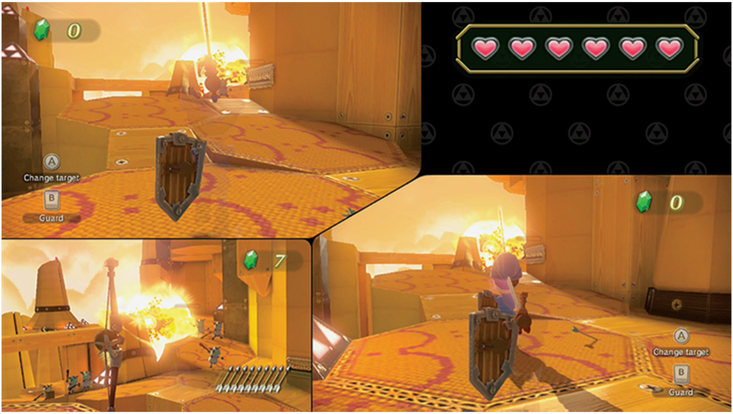


Up until now, all of the bosses have at least had the decency to stay on the ground, but this birdlike Wizzrobe isn't nearly as courteous. He darts frequently, which makes lining up an archer's shot quite difficult, and when he finally does pause, he releases Keeses, batlike critters with spherical bodies that, while weak, have the potential to distract and harass. When playing with swordsmen, the Wizzrobe also lobs a large ball of magic that can be blocked with shields, or bounced back with a properly-timed sword strike. This game of magical back-and-forth is dangerous, however; mistime the swipe (which is easy as the Wizzrobe varies his return volley), and it'll hit you, causing damage. However, if the ball of magic can be bounced back enough times, it will eventually hit the Wizzrobe, causing quite a bit of damage and stunning him long enough for the archer to attack with a charged-up shot. For now, it might be best to keep shields up and let the archer attack from afar when the birdlike creature pauses. The archer must also be ready to release quick shots to take out summoned Keeses, so the whole group needs to stay on their toes.

6. Death Mountain Climb

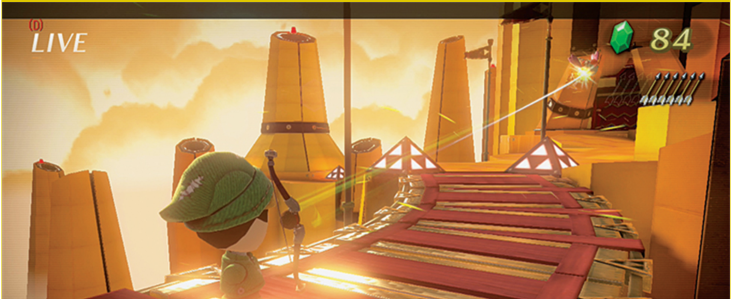
Mastery Requirement: Finish Without Taking Damage

Death Mountain is one of the most imposing sights in all of Hyrule, and is also home to none other than Ganon himself. But long before the tusked evil one can be defeated, he must first be reached, and that's no small task. Blustery winds, lots of powerful enemies, and a lengthy climb conspire to make this the hardest level yet.



Just as in previous levels, the makeup of your group of adventurers determines where in the level the archer will start. If playing with friends, the archer starts on a high perch looking down toward a sea of Moblins. Thankfully, there's also a group of red barrels that can be targeted to thin the number of enemies approaching, but it's still going to be a fight all the way up this long ramp. Just past where the barrels are (or were if the archer managed to detonate them), in a slightly enclosed part of the mountain path, appears a group of Tektites. Take them out carefully. (Swordsmen, remember to, swing through their armor with a horizontal or perpendicular slash—the actual angle of the blade is key here. Make sure it's as flat or perfectly straight as possible.) And wait for any stragglers to catch up before heading across the bridge. The archer can attempt to break a pot sitting high above where the Tektites appeared for extra goodies.

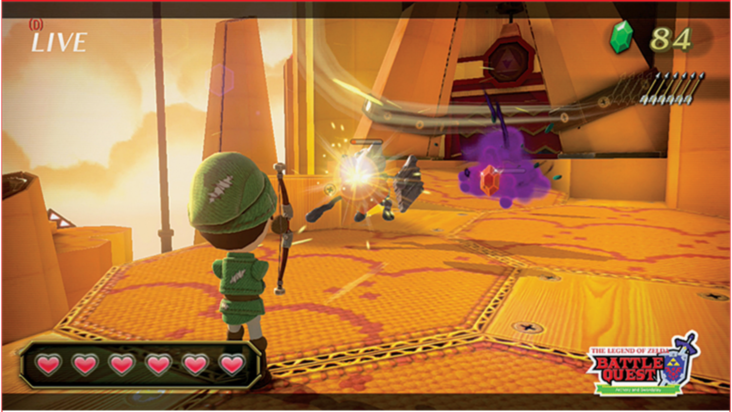
The Answer, My Friends...



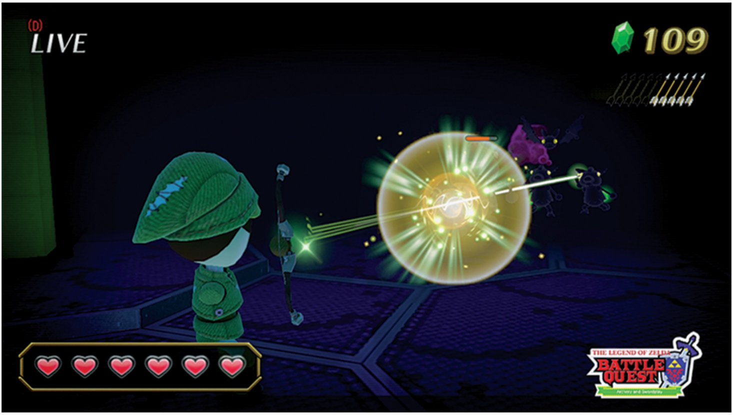
THE LEGEND OF ZELDA
BATTLE QUEST

It’s subtle, but there should be a visual effect everyone can see as they near the bridge. In addition to some Kargoroks crashing the party, there’s plenty of dust flitting through the air, carried on mighty gusts of wind. This isn’t a problem for swordsmen, but it presents a unique challenge for the archer. The wind affects the trajectory of any arrows fired, and the farther away a target is, the more the wind will affect the shot. Take the time here to clear the most immediate threat, then hold back and let the archer attempt a bit of long-range sniping to see just how much the arrows curve mid-arc. It can be a pretty dramatic change, so practice here.

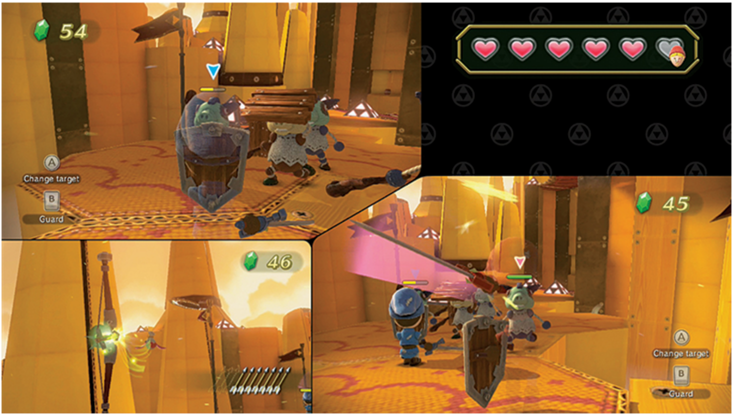
Hard Targets



There are two other new threats introduced along with all that gusting wind: Bomb Moblin, Moblins carrying bombs with lit fuses above their head that will throw them once in range, and a new Pink Moblin that can withstand even a fully charged attack. Both are equally dangerous, and should be taken out at long range whenever possible. Bomb Moblins’ payload can actually be hit with an arrow, causing explosive damage to any other nearby enemies, so don’t be afraid to target the bombs early and often. Generally speaking, it’s also best to prioritize Pink Moblins before their normal brethren because of the additional damage they can soak up. Archers can help out with melee fights by hitting a charging Pink Moblin with a fully powered arrow, leaving the swordsmen in the front to finish the job. When the area is clear, step on the pressure plate to head into Death Mountain. If you’ve died in this (or any) area before, keep an eye out for a Skull on the ground. Think of Skulls as a reward for making it back to where you last died; shooting this releases a heart just like a Cucco or big enemy.



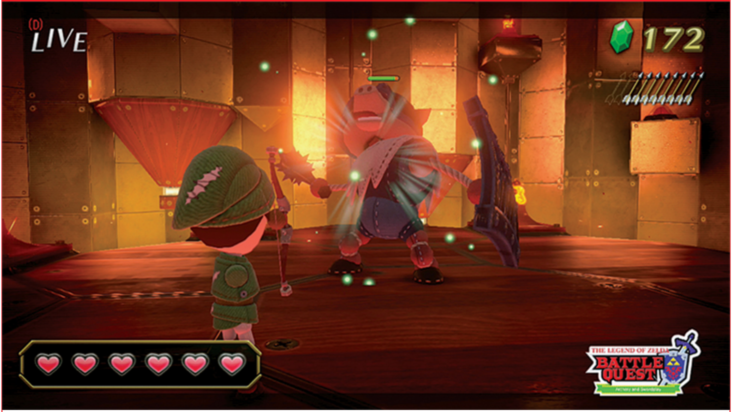
Once inside, the lack of light quickly presents a problem for the archer. If you're playing solo, the only indication of enemies will be the whites of their eyes peering out of the darkness. Those eyes belong to about a half dozen Moblins and a few Keeses that drop down from the ceiling in the first room, then more Moblins in the room beyond. Thankfully, these enemies aren't terribly difficult to beat, but, as it is obvious while moving through this dark abode, they have the element of surprise. So stay on your toes. Head through two dimly lit rooms, clearing the way slowly, then advance to the pressure plate to open a gate back out to the mountain pass.



Don't spend too much time drinking in the sights or shooting the tempting pots directly ahead. A group of Moblin attacks from the right, and they're backed up by a few Moblin Archers higher up near some Bomb Moblins that should be top priority for your archer. Dispatch the group and trudge slowly up yet another long ramp toward the top. Just after the overpass where the Bomb Moblin and Moblin Archers were waiting, as the path curves to the right, be on the lookout for a Cucco that flies out from behind the spires to the left and into the background. The bird hangs around longer than most, but the wind can make lining up a shot difficult.

As you near another bridge leading deeper into the mountain, be ready for a small ambush coming from behind a rock just to the left of the bridge. Clear out the enemies, then proceed forward slowly into the depths of the level.

Great, They've Discovered Helmets



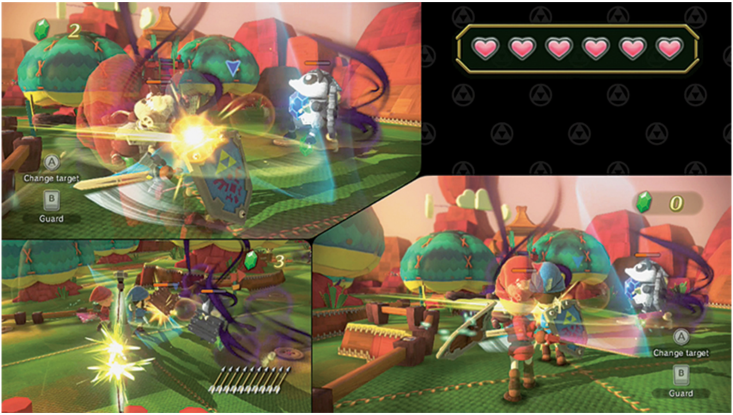
It was only a matter of time before the Big Moblins put whatever additional mental horsepower they have to use. In addition to a couple of Pink Moblins, if you're playing with friends, a Big Moblin with a helmet greets you shortly after stepping inside. With most of his noggin well protected, your ability to chip away at his health with arrows becomes much more difficult. It's still possible to sneak a shot over the Big Moblin's shield to tag his exposed nose, but it won't be easy given how much the guy moves around. Instead, concentrate on charging up arrows and sword swings and attack when his shield is moved away to make a big swipe with his club. It's a small window, so if you aren't yet comfortable with the quick reaction times needed to bring up shields while playing as a swordsman, just continue to block with that shield until the swipes are over and then let loose with a normal attack. In time, this bigger, meaner, better armored Moblin will go down, too.

7. Gerudo Fortress Trail

Mastery Requirement: Finish Without Taking Damage

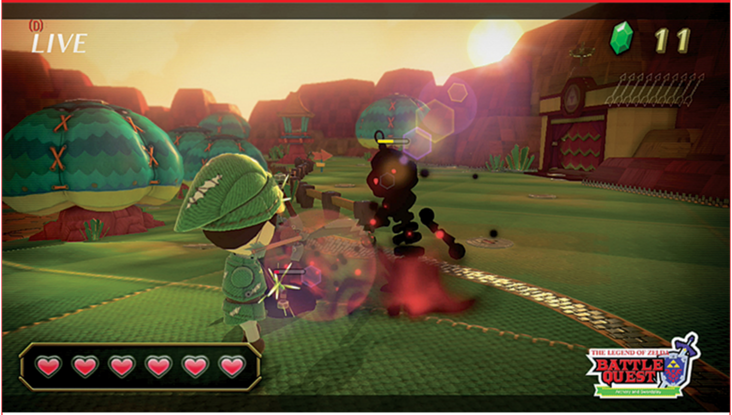
As Ganon draws closer, his army seems ever more massive. The starting area is overflowing with enemies, and that's just the trip to the Fortress. In the journey ahead, expect far bigger enemy numbers than before, and in much more dangerous combinations. Shields must be kept up whenever possible, and attacks should only be attempted when an opening presents itself. Thet archer is especially invaluable here, as it is their job to quickly find and eliminate long-range targets like the Moblin Archers in the tower overlooking the first enemy encounter.

Depending on how many people are adventuring, that archer may be perched in a convenient, overlooking location, but the first target should be the same regardless: the Moblin Archer in the tower. Use charged shots wherever possible to help thin the many shielded Moblins.

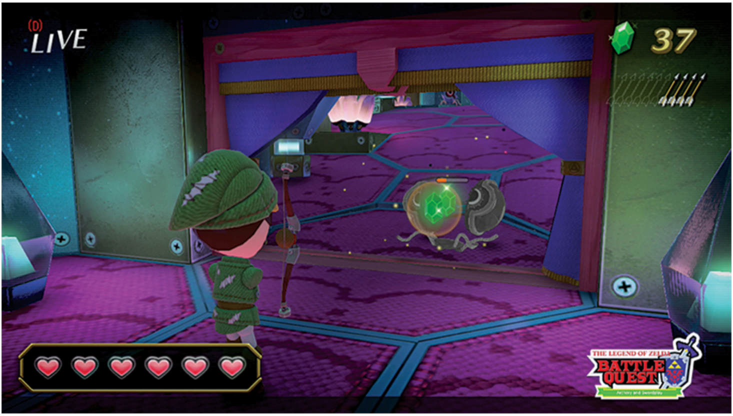


Avoid rushing off to meet the Moblins and Kargoroks just past the small ramp downward from the main clearing. If playing as a group, let your archer. The archer should concentrate on the Kargoroks and the Cucco that flies near the treeline if health is needed. That heart will come in handy, for as you approach the gate in the distance, a group of Stalfos, skeletal warriors, will rise from the ground.

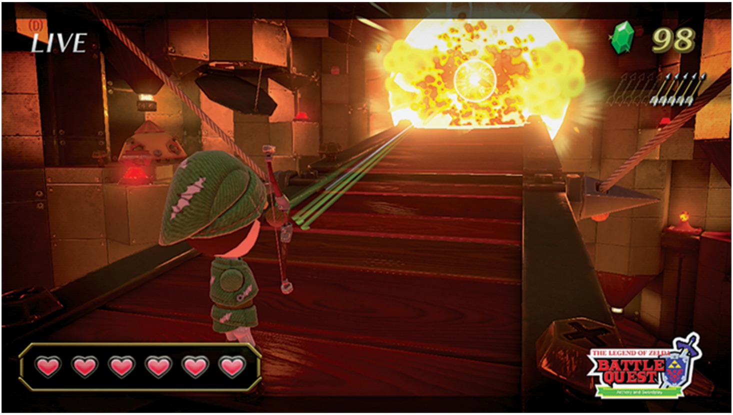
Bad to the Bone



What makes the Stalfos so darned difficult isn't just that they're well armored and take multiple hits to kill, but that they can sink into the ground and appear quite a bit closer. This lets them quickly ambush if you're not paying attention, and even if you are, their attacks still come quick. Thankfully, upon taking a hit, they reel backward, stunned, which allows swordsmen to quickly follow up with finishing attacks. Just don't get greedy; their shields can absorb attacks.



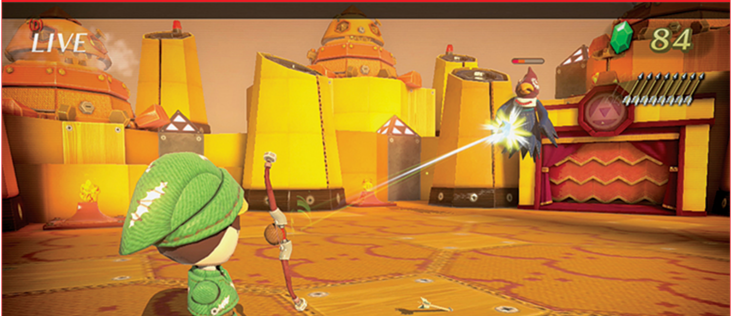
After stepping on a pressure plate and moving through the gate, a small cave filled with Keeses waits beyond. The Keese swarm descends quickly, but archers should have no problem taking them out at a distance before moving on, where things get a little more complex. As you near a small ramp, a group of Tektites appears, and past them, at the far end of the room above, a pair of Moblin Archers fire arrows down. Hold back as Tektites appear and let them come to you. Dealing with them in this room before heading into the next helps eliminate the sniper fire from the Moblin Archers ahead, then head up the ramp to deal with the Moblin Archers. Don't forget to take out the resting Cucoo near the right Moblin Archers for a valuable bit of health recovery.

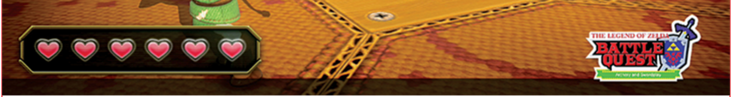


Here's where things start to get difficult. After veering left, the path opens into a molten chasm teeming with enemies. Moblins quickly try to attack from the right, and will continue to spill down the nearby bridge once provoked with arrows. That's fine, as it gives the archer a chance to take a few out as they rush down the bridge, but there are red barrels on the bridge to help even more. Be wary of two Moblin Archers on the other side of the bridge that can be aggravated into shooting if you move forward moves forward too quickly. A few Quick Moblins wait to charge in as you approach the bridge. The entire group (or just you, if you're playing solo) should stop before turning to step onto the bridge, as there are multiple rolling boulders that must be targeted by the archer. If the archer is still hanging back and attacking from the side of the room where you entered, it'll be extremely hard to target the explosive charges on the boulders, so let the archer catch up, nock an arrow, and then proceed forward just enough to get the boulders to start rolling. Trust in the archer, and let their arrows fly true.

Expect a welcoming committee after the boulders have been taken out. A few Moblins (including a tougher Pink Moblin) run down the bridge to engage, but they can be taken out with relative long-range ease. Likewise, the shielded Moblins waiting just past the bridge aren't too tough if taken out early. But before engaging them, make sure to destroy the pots on either side of the bridge and hit the Cucco flying in a big circle around the large room. Once the shielded Moblins are gone, it's time to find out who the boss of Gerudo Fortress is.

Fitter Flier

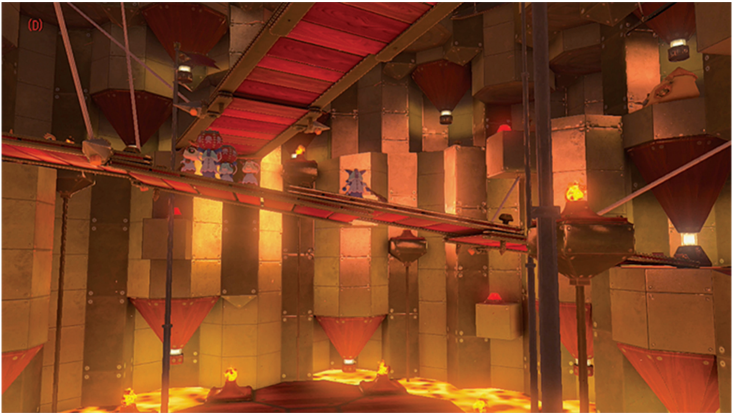




Though this particular Wizzrobe doesn't have any more tricks than the one you fought in the Forest Temple, he can take a lot more punishment and certainly doesn't skimp on using quick, difficult-to-track movements. Let the archer do the work if the other adventurers haven't yet dealt with the back-and-forth nature of the magic ball ping-pong, but if everyone is familiar, follow the same pattern as the original fight: Archers take out any Keese threats first, swordsmen only swing when the magic ball draws near (don't miss or it'll be costly), and let a flurry of arrows guide the way to the Triforce.

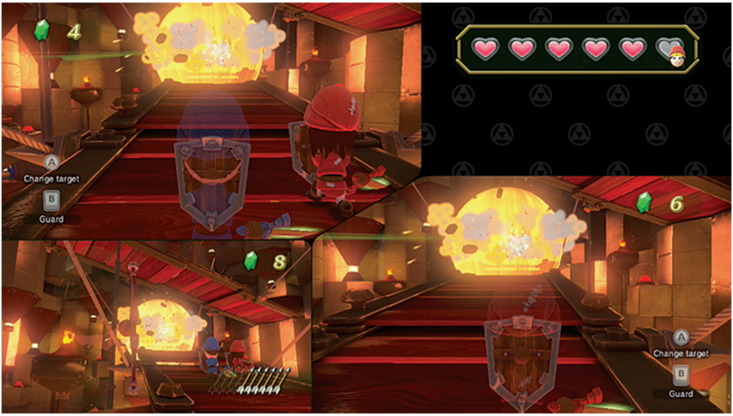
8. Ganon's Castle Approach

Mastery Requirement: Finish Without Taking Damage

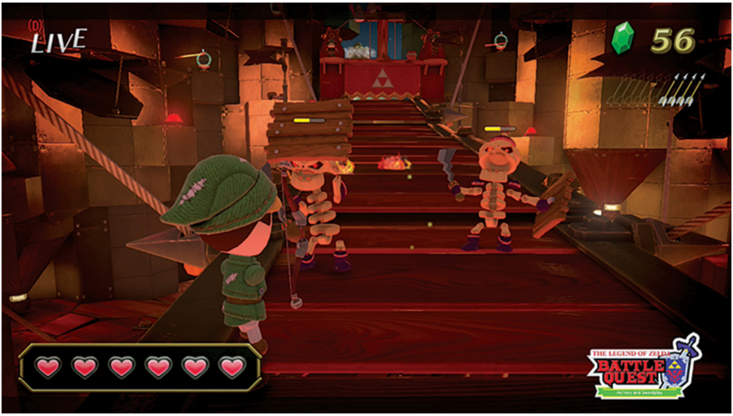


There's plenty of reason to feel a sense of foreboding when approaching the keep of Hyrule's most infamous villain: The enemies are both strong and plentiful, the journey is longer than any previous, and the amount of teamwork required when playing with friends (which is highly recommended) is at an all-time high. Still, this is a climb that must be made, and can be overcome with patience, a steady hand, and lots of perseverance.

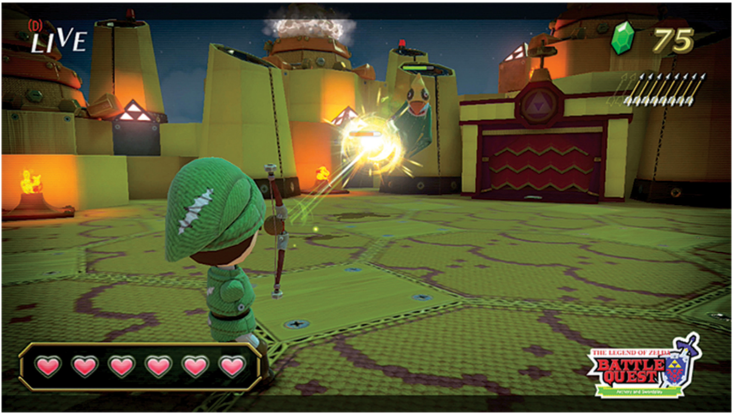
Depending on how many players are participating, the entrance to the Castle is impeded by a set of Sequential Switches or Eye Switches that have to be hit quickly. Beyond the gate, though, things are identical, including a group of ChuChus followed by some Moblins. (Don't miss the chance to break a few pots to the right as you travel up the ramp.) But watch for a familiar sight: a set of boulders waiting at the other end of the first bridge. If playing as a group, let your archer catch up, move forward slowly, and then wait for the archer's arrows to detonate the boulders before they can make impact.



Once you're on the other side of the first bridge, clear out a pack of ChuChus, then be ready for multiple assaults. Charging Moblins can be thinned by hitting the red barrels farther up the path, but more Moblins wait on the bridge, and are joined by a pair of Stalfos once you reach the bridge itself. Past them wait two Moblin Archers that can make life hectic for swordsmen, but they're nearly as difficult for the archer thanks to the gusts blowing through this level. Adjust for arrow travel and take out the Moblin Archers from long range, then march toward the end of the bridge, dealing with a pair of Pink Moblins that scurry down the bridge when you near them. A Cucco waits atop the center of the gate at the other end of the bridge to help you recover health.

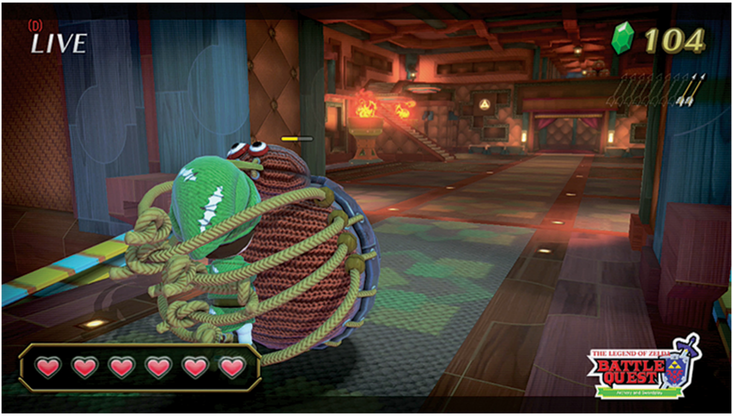


Further movement is barred until the archer can line up four quick shots on four Switches nested high along the walls on either side of the gate. The wind is still an issue, but less so than if the shots are fired from the other end of the bridge, so tuck in close behind the swordsmen, if they're around, and let loose to hit all four Switches. Just through the gate, a group of Moblins says hello. Say goodbye with authority, then move forward for a familiar sight: the Wizzrobe returns for a fight eerily similar to the end of the last level. Deal with this winged menace quickly because this is anything but the end. Step on the pressure plate and steel yourself for battle.



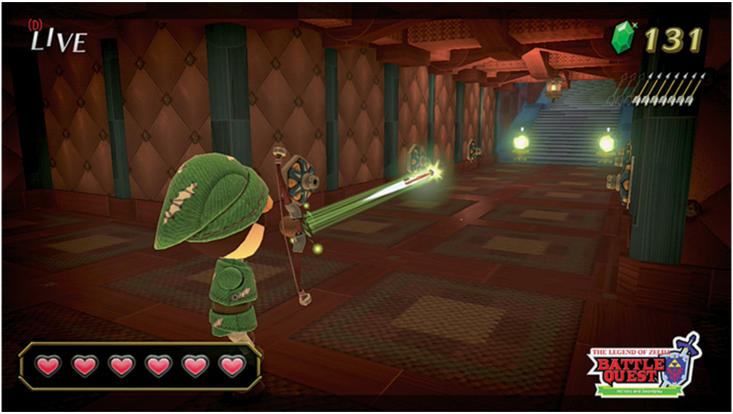
A group off Moblins waits at ground level to attack as soon as you enter, but there are also two Moblin Archers sniping from high up on either side of the raised drawbridge. Have the archer subdue them as quickly as possible, then concentrate on the rest of the Moblins before moving forward to trigger the Switches ahead to lower the drawbridge.

Look for a roosting Cucoo as you move toward the large room ahead, in the upper-left corner of the chamber. Moblins, not surprisingly, show up to impede, but the bigger issue is the Skulltula that joins them. Quickly remove the other threats, then pound on the Skulltula's face to flip him and expose his weak side. Remember that if you're playing with friends, it's possible to free an ally wrapped up by a Skulltula if the arachnid is attacked before the countdown timer expires. If you're taking on this challenge solo, hope you can hit the creature in the eyes before it leaps.



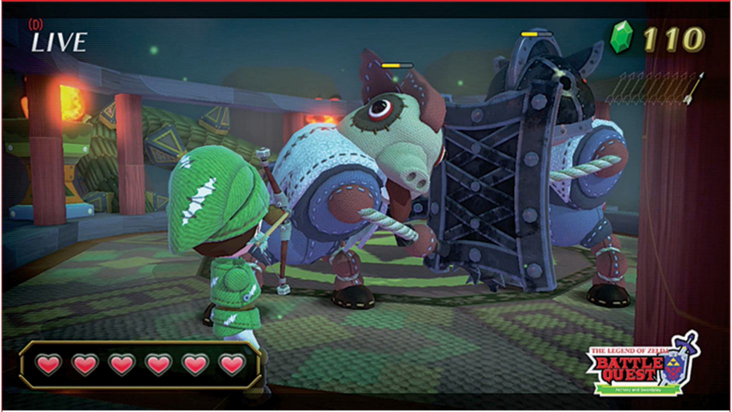
Shielded Moblins and a sniping Moblin Archers appear as the right staircase is scaled, but by now swordsmen know to block to avoid the initial attacks, while the archer is best used to take out the Moblin Archer before it can cause more trouble. At the top of the stairs, more Moblins come pouring out of the nearby hallway, but a set of red barrels can send many of them to their doom if the archer can line up their shot before the enemy can advance down the last flight of stairs.

After dealing with the stragglers, push on into a corridor with multiple Keese. Take them out, and then wait for the archer to break a few pots to the right and line up shots on the twin Switches at the end of the hallway to turn off the flame jets. Push forward slowly, as this is nearing the end of the level.



A final, massive staircase awaits, flanked by a couple of perched Bowblins. Before the stairs can be scaled, however, a group of Tektites must be taken out first. Do so before pushing ahead to deal with the shielded Pink Moblins. Keep a watchful eye out for a Cucoo that circles the final arena where the bosses wait. Yes, that's bosses plural.

Two Times the Fun

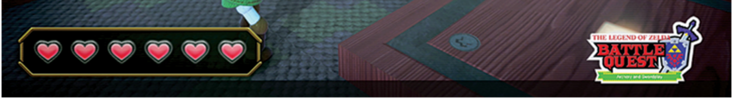


Nothing says “uh oh” like a pair of Big Moblins poofing into a smallish arena, and one even sports a helmet. Thankfully, swordsmen can block the clubs’ swipes with their shields, while the archer simply need to be ready with a quick GamePad tilt or ZL + ZR press to avoid the swipes themselves. Use communication to call out a target and stick to it, with everyone unloading with their most accurate strikes when the Big Moblins shields move out of the way.

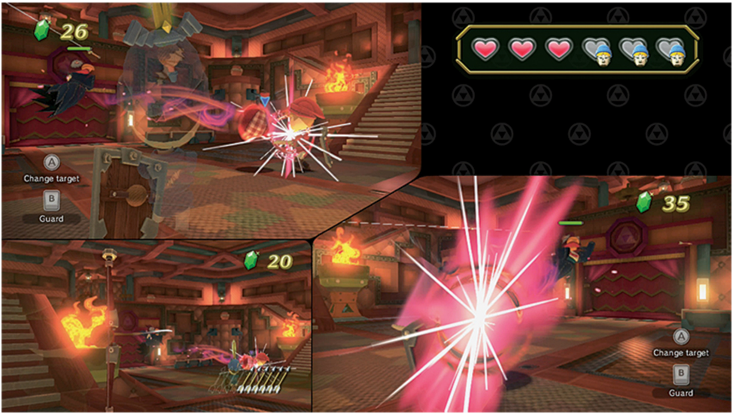
9. Raid on Ganon’s Castle

Mastery Requirement: Finish Without Taking Damage

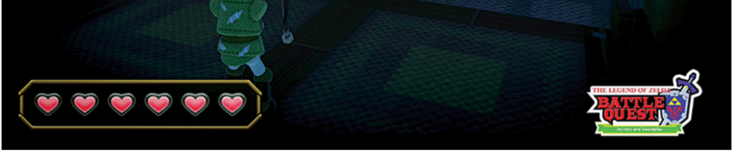
This is it, the final Quest challenge on the list. Ganon awaits, and every skill you’ve built up in previous levels will be put to the test. This is a marathon, not a sprint, so be quick but precise with attacks, and wherever possible, make the most of your role. The Archer should be attacking targets at range, while swordsmen must make the most of their relative invulnerability from a raised shield.



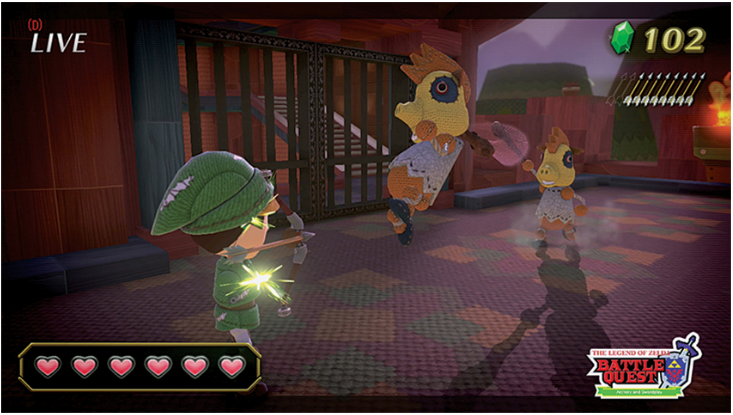
No matter what the number of party members, the archer always starts in an elevated position looking down into the courtyard where the swordsmen begin. On ground level, a group of ChuChus gets in the way of hitting a few Switches, but the sharpshooting archer has a more pressing threat: A flock of Kargoroks bearing down. After the birds are dealt with and before moving forward as the archer, attention can be trained down toward the drawbridge, for as soon as the Switches are hit, the drawbridge lowers and a skittering mass of Tektites moves toward the sword-wielding support. After moving forward up above, the archer must deal with their own Tektites, as well as a pair of Moblin Archers shooting fire arrows. Take the latter out first, then quickly dispatch the Tektites before moving forward. Make sure to break a far-off pot at the top of one of the castle's ramparts in the distance. When playing as just the archer, a pair of Moblin Archers attempt to surprise the lone adventurer from the nearby doorways.



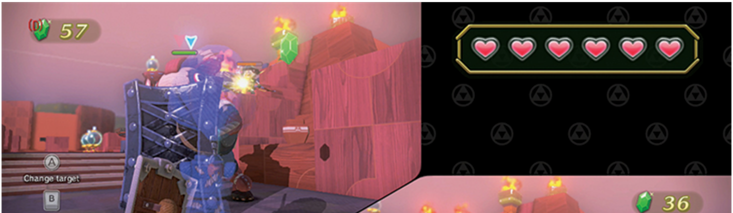
Whether solo or as a group, the adventurers meet in a large room just past the drawbridge, and it's here that the battle really heats up. A huge group of Moblins is massed down below, conveniently near a stack of red barrels. Swordsmen should hang back a bit to allow the archer to take out the barrels, but quickly move in to pick up any stragglers, as the enemies will make a beeline for the archer if they get by the barrels. A Cucco also circles the room, but be quick about getting the heart. After the Moblins are dispatched, a pair of Stalfos appear and after they're gone, a duel with a Wizzrobe keeps things tense. Be patient; there's no need to take heavy damage so early into the level. When you have defeated the Wizzrobe, step onto the pressure plates for a trip into darker territory.

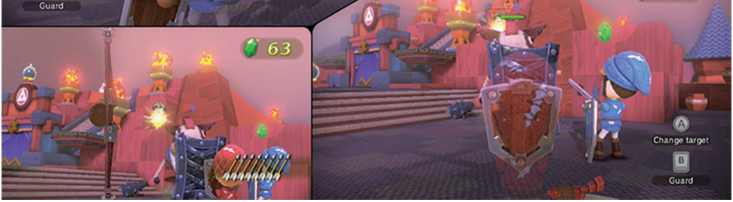


The next rooms are fairly straightforward, but they're also cloaked in darkness. The archer will have a hard time spotting enemies at a distance, but the eyes of Keeses, Moblins (including shield-bearing versions), Quick Moblins and even Tektites will all be seen before the fight is over. Take each encounter one at a time, hanging back if any friends are falling behind, then move on to the next group of enemies. Patience is important here, and rushing will be punished with a heavy loss of health.

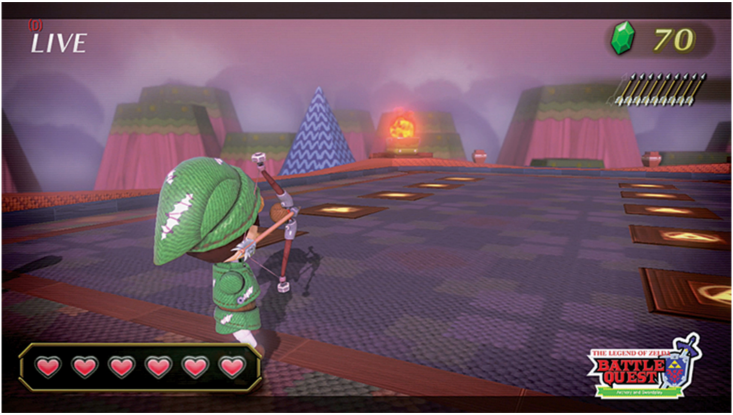


After stepping on a final pressure plate, things move back outside, where a pair of Quick Moblins races down the nearby steps to engage the first adventurer they see. Far off in the distance, a Moblin Archer attempts to snipe, so snipe back with a few arrows before helping the swordsmen deal with the upcoming threat and any remaining shielded Moblins that might have made it down the steps. Don't miss a Cucco flying through the background, as hearts are extremely valuable in this section.



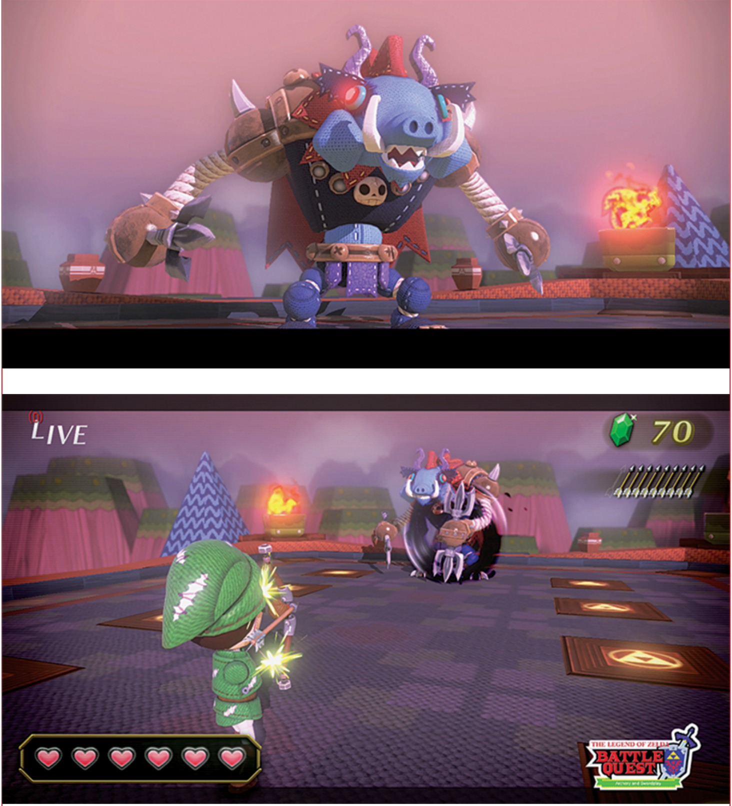


Take those stairs carefully; elevated Moblin Archers are ready to fire at the first threat they see, and on ground level, a Big Moblin towers over a group of Moblins. Deal with the smaller enemies first (and keep an eye out for those elevated Moblin Archers), then hack away at the bigger foe before moving forward. A final, helmet-wearing Big Moblin and a couple of Stalfos helpers wait. The skeletons must be eliminated as quickly as possible before you can wait for the Big Moblin's swipes and openings to take him down. There's not a lot of room in this area, so guard until the swipes are over before using swordsmen to attack. When the battle is done, look for a Cucco flying off in the distance to the left of the gate. Then hit the waiting Switches to raise the biggest gate of all and reveal an imposing staircase and a waiting Cucco to the left.



Make a note of the pots in the background as Ganon is revealed; both contain valuable hearts should this fight prove difficult.

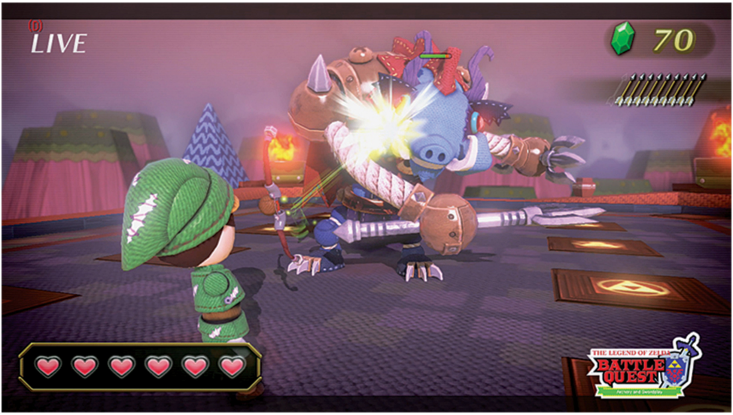
The Baddest of the Bad



Ganon's an imposing figure to be sure, but like all enemies in *The Legend of Zelda: Battle Quest* , he follows a set of patterns.

THE LEGEND OF ZELDA
BATTLE QUEST
Archery and Swordplay

The first pattern is his neutral state, where he spins a set of blades that protect most (but not all) of his body. The archer can sneak in a shot at the villain's mouth to chip away a little damage. Eventually, though, the spinning ends.



And then, armored balls are launched toward the adventurers. While the archer can easily destroy these with a standard arrow, swordsmen must time their strikes exactly and must ensure that their swords are lined up properly to slice through the small weak spot (just like attacking a Tektite).

After all the balls are destroyed, Ganon disappears in a blur and reappears almost on top of the adventurers. Shields should be up the moment Ganon disappears, and must be held through a series of swings he makes immediately after reappearing. The archer has the luxury of being able to dodge the swipes, but there are *multiple swipes* , so don't get cocky. After a few post-swipe seconds, the pattern repeats itself.

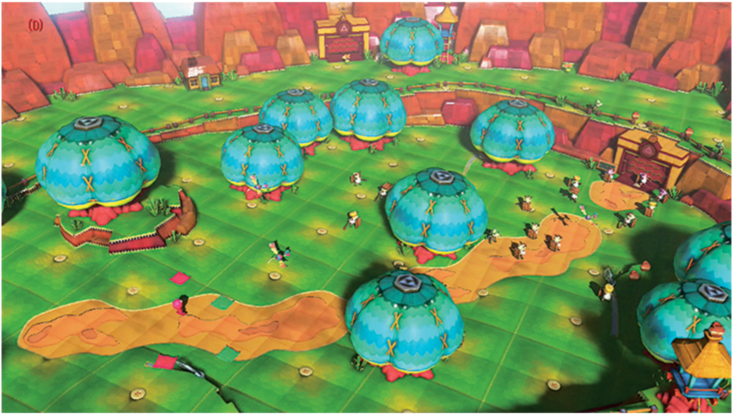
There's not a lot of complexity to the fight, but first-time adventurers would do well to hang back and let the fight play out at least one round so they can observe the timing. After that, it's simply a matter of staying sharp and sneaking in shots to overthrow the evil that has plagued Hyrule. Hello, Triforce!

Extra Missions

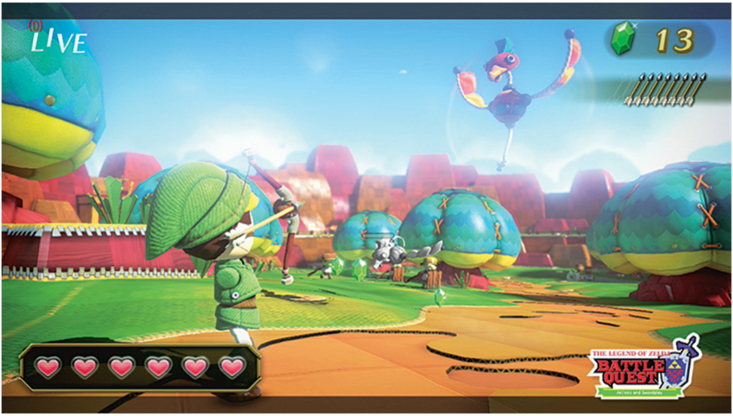
Surprise! Like all Attractions in *Nintendo Land*, *The Legend of Zelda: Battle Quest* doesn't end with the Standard Missions. For completing the main challenges, Monita festoons the gateway to the *Battle Quest* Attraction with a star, symbolizing your accomplishment, but the adventure isn't over yet. Unlocked after completing Level 9, the Extra Missions offer five extremely challenging levels that let you run through Hyrule all over again, taking a *different* path than before. Think of it as a kind of *Nintendo Land* Second Quest; a chance to see *Battle Quest* in a whole new, much more challenging light. This isn't the only time you'll get the chance to play more; nearly all of the *Nintendo Land* Attractions have hidden extra levels to unlock, so get to playing!

10. The Sacred Grove

Mastery Requirement: Finish Without Taking Damage

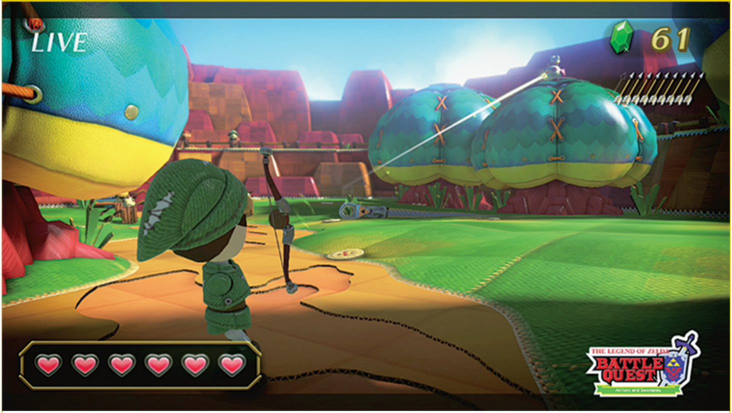


It's back to the fields of Hyrule for a new adventure. Though these first steps may echo those first taken at the start of *Battle Quest* , they quickly reveal themselves to be quite a bit different. This is not the same well-trodden path you've seen before; there are new challenges ahead, both surprising and dangerous.

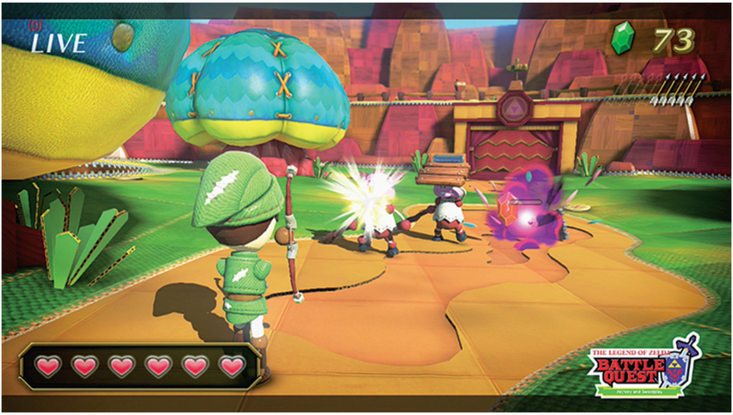


Almost immediately after the first footfall from the starting location, the fields of Hyrule come alive with enemy targets; shielded (and helmeted!) Moblins charge in from afar, Kargoroks swoop in and Moblin Archers take aim from just beyond a pair of trees. Advance slowly, and be ready to raise your shield if playing as a swordsman, or quickly dodge if you're an archer, as the window of time to react to incoming attacks is only going to shrink from here on out.

Familiar Fowl

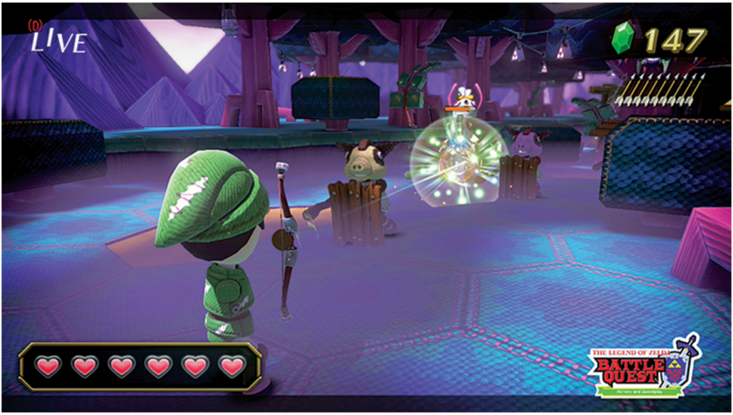


As is plainly obvious even from these first moments, the challenge level has spiked dramatically, making those plump, barely flying Cuccos that much more valuable. You'll find the first one just after passing through the trees where the Moblin Archers were, sitting atop another tree to the right. Beyond him, after you encounter more Moblin raiders, keep an eye toward the left tree line to spot another escaping bird and oh-so-valuable heart.



This large clearing is home to plenty of danger: Moblin Archers sit atop the gate, raining down arrows from long range, and multiple shielded Pink Moblins charge. Note that while the Pink Moblins are indeed quite difficult thanks to their shields, they're at least lacking helmets—for now. Bear in mind, too, that a fully charged-up arrow or sword slash will destroy a Moblin's wooden shield and knock them onto their rears, stunning them for a few precious seconds. It's not a lot of time, but those few ticks of the clock can mean the difference between thinning out a charging group and getting overwhelmed by them. See to it that your fate is the former, then have the archer take out the twin pots atop the gate and step onto the pressure plates to move on.

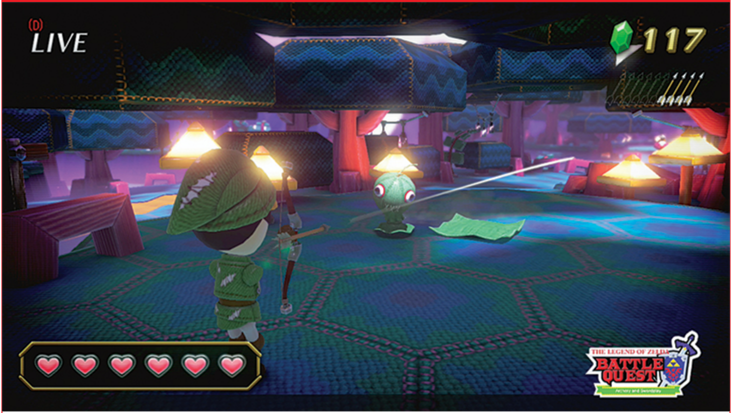
If it seems like these Extra Missions are a little longer, that's because they are. They often mashing together two of the levels from the Standard Missions. Case in point: this little jaunt into the Lost Woods again. Stay on your guard; more Pink Moblins and a Moblin Archer on a raised platform just to the right of the main path are ready to ambush you. After you clear them out, another group waits just down a ramp. Remember to let archers deal with the Moblin Archers quickly, while swordsmen do their best to take out the numerous shielded Pink Moblins.



Look for a Cucco as the path turns to the right, revealing more enemies. The sound of combat will spook the portly bird, so take aim quickly to bank that heart, and watch for the charging Moblins. Just past them, a few Keeses are slumbering in the treetops. The archer should target them to get the drop on the bat-like critters before they can draw close.

More Moblins charge down a small ramp into this misty area where so many of their ilk have fallen. Deal with them quickly before charging up the ramp and into a familiar yet somehow altogether new sight.

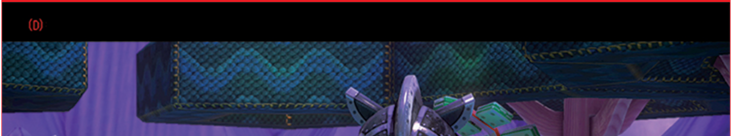
I Got the Hues



Ah, the simple ChuChu, so blobby, so ... deadly? These green variants of the familiar red ChuChu are anything but docile, and are the first sign that this is a new kind of quest. Although they may look the same as their ruddy-colored pals, Green ChuChus can completely flatten themselves to avoid arrows and advance toward their targets. The solution? Quickly fire an arrow, then nock another and let it charge up, releasing it the second that the ChuChu pops up to attack. It's a method that requires a bit more practice than you might think, but keep with it and rely on any adventuring buddies that might be with you for backup.

After clearing the ChuChus, look down another small path toward a few more of those pesky Pink Moblins and a welcome sight: a Cucco waiting on a glowing toadstool on the other side of the bridge. Even closer is a Cucco friend sitting on the shrubbery just to the right of the close side of that bridge. Take both out to stock upon hearts before a few more Pink Moblins roll in to cause trouble, then march across the bridge and into the waiting arms of a tag team threat of shielded, helmeted Pink Moblins. Yes, they're getting strong indeed, but they're merely a portent of the boss battle to come.

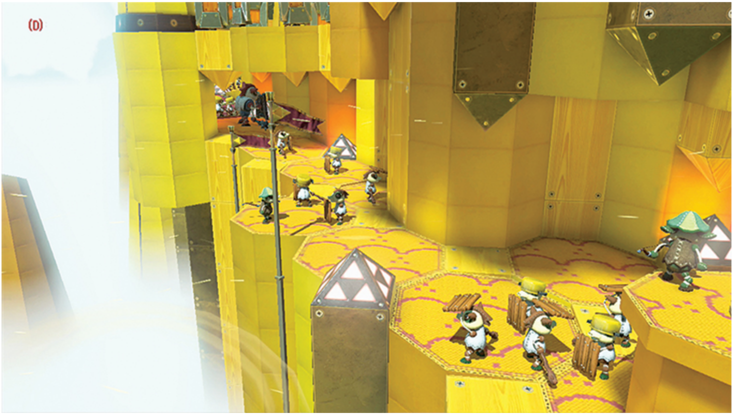
Titanic Twins/h3>



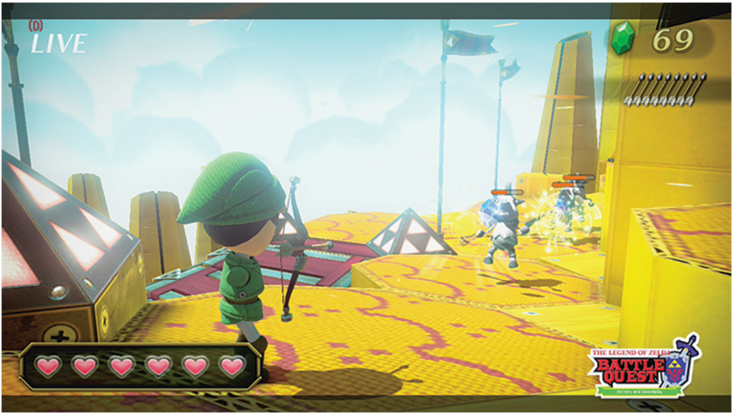
Yep, your old friends the Big Moblins are back, and this time the pair are fully armored, meaning both wear helmets that block all but the sneakiest of shots over their shields. Use the same tactics as the last twin Big Moblin fight. Concentrate on a single target, dodging or blocking as needed, and take them down to secure a hard-earned Triforce reward.

11. Journey to the Fire Temple

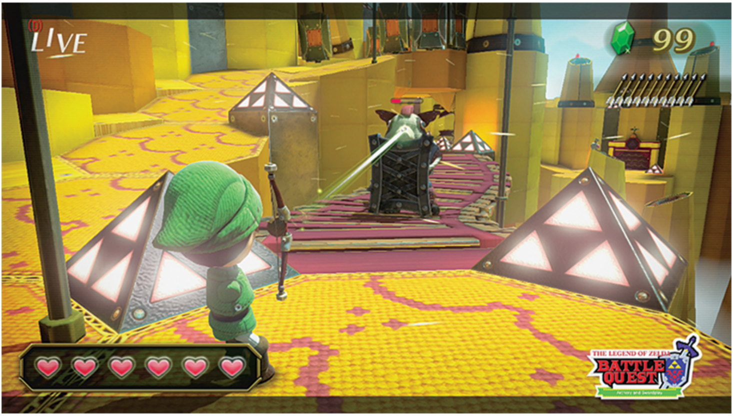
Mastery Requirement: Finish Without Taking Damage



The Fire Temple is no place for greenhorns or would-be protectors. No, this is an intense, foreboding place filled with threats both big and small, and tons of them. Move steadily, but slowly, working your way through the hordes in small chunks. Although the locale will be familiar, the enemies' placement and numbers are all new.

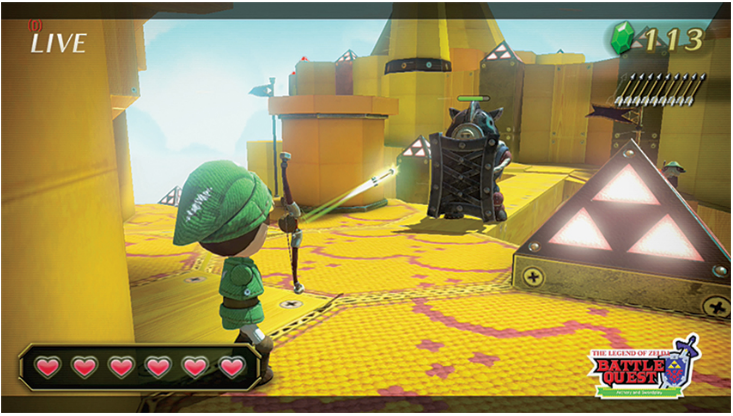


Things start off simply enough in this advance back down through the Goron Mines. A few Moblins come toward you as your Mii pushes through a narrow area, but when the path leads sharply to the right, down a long ramp, things quickly heat up. Multiple Moblins advance, and they're joined by a flock of Kargoroks that should be a high priority for the archer. Eliminate the air threats, then help any swordsmen (if playing with friends) deal with any remaining Moblins before moving down the ramp to engage some Quick Moblins. Keep your guard up as the trail doubles back across a bridge for a new set of threats.

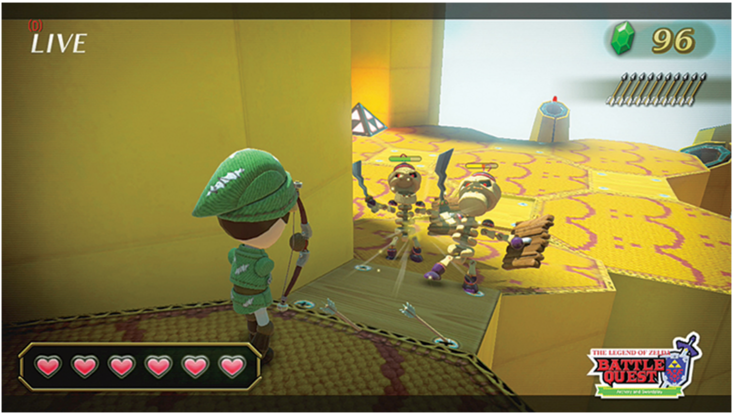


A welcome sight greets the party as they look toward the bridge: red barrels! Steady yourself, however, and look farther into the distance to see a Big Moblin (who is thankfully not wearing a helmet like his boss buddies from the last level). While battling the gusty winds here on this high peak, take out the Moblins that come charging across the bridge, then wait for the Big Moblin to approach before detonating the barrels to eat away at his life. Remember, even with the shield raised, the archer can still plunk shots into the Big Moblin's head at range (compensating for wind). The big, bad threat can be taken out even if the barrels have already been set off, but it's much easier to deal with him before he ever draws close if a little patience is used.

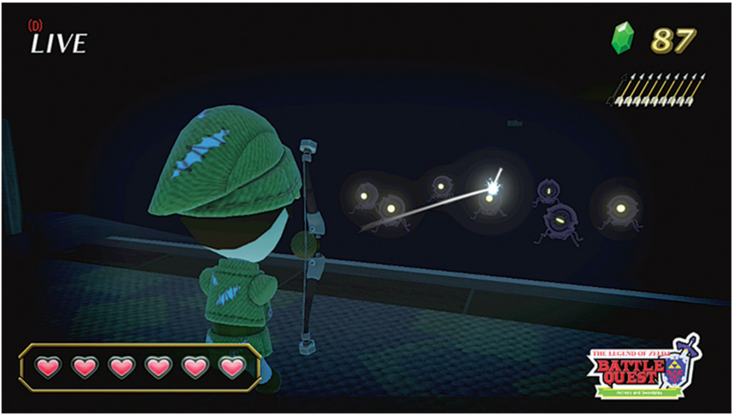
No real surprises occur as you move toward a small alcove cut into the mountain—there are more Moblins, of course, and even more past that first group. But be wary of a pair of Moblin Archers, one perched on an outcropping to the right and another far in the distance on an elevated platform. Even with the wind, which constantly tries to push arrows into the mountainside, the Moblin Archers are crack shots, so be sure the archer targets them as soon as possible. Polish off any remaining Moblins and keep moving down the mountain for yet more fun encounters.



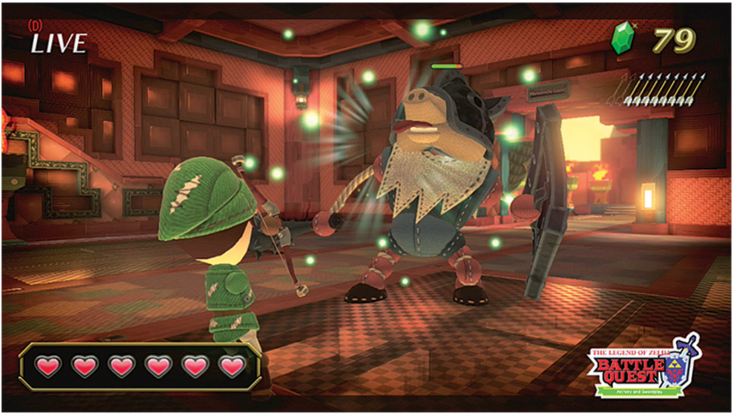
The allure of a pair of pots tucked into a little nook in the mountain signals the start of the next fight. More Moblins pop into view, and just past them are a few Quick Moblins. Take out these targets before breaking the pots, then move slowly across the thin walkway to confront more Moblins, a lone Moblin Archer, and yet another Big Moblin. This one is wearing a helmet, so let your swordsmen take up the front line to block until the swipes have passed before unleashing a counterattack. “if playing with friends. If playing alone as the archer, just be ready to follow the on-screen prompts to dodge and counter-attack when the Big Moblin’s shield is out of the way.



After crossing the walkway, quickly target the pot to the left, but spin around to face a group of Moblins walking up the nearby ramp. They, and their Moblin Archer friends down in the open area below, should be dealt with cautiously. But don’t miss the Cucoo sitting on a spire to the right of the ramp and forgo a valuable heart. A final pair of Stalfos show up to try to stop your advance to a nearby pressure switch and the entrance to the next part of the blustery quest.



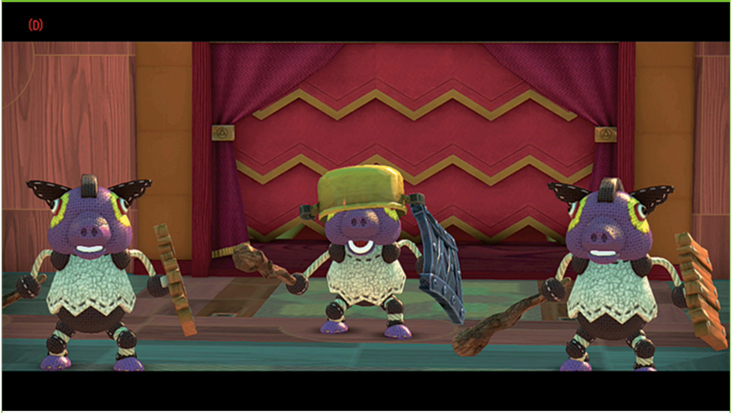
Things are mighty mysterious in this darkened passage, which means the archer is going to have to listen to their friends' feedback to find far-off targets. Or if they're alone, look for the whites of enemy eyes. This section's threats are more plentiful than dangerous, as there are several different types of threats: Tektites in the first room, Quick Moblins and Pink Moblins after them, an ambush of Moblins as you enter some hallways, and a Keese camp deeper in the hallways. Then finally you come to a pressure switch to exit back into the light.



What an exit this is—right out of the frying pan and into the fire. No less than a half dozen shielded Moblins are at the ready, and they charge quickly. But handy red barrels sits on either side of the charging line (and there is also a Cucco, if the archer is quick enough, though avoiding damage should always take priority over trying to restore hearts). The left red barrels can be detonated to deal with the rushing threat, but hold off on blowing up the right set until these first Moblins are dealt with. The reason? That Big Moblin and more Moblin buddies appear shortly after you take a few steps. (Try to stop before the stairs on either side of this room to avoid being too close to the explosive effects of the barrels.) In addition to the charging Moblins and the lumbering (helmeted!) Big Moblin, a pair of Moblin Archers are waiting on either side of the exit from this room, and should be taken out as soon as possible.

It’s not easy to miss the Cucco that glides slowly across this small drawbridge pass, but considering the chaos you’ve just been through, it can be tough to be collected enough to target and shoot the bird before it’s gone. Ditto for the pots resting high up on the left and right of the back wall. Be sure to shoot all of them before moving on because there’s a new threat ahead.

Terrible Trio

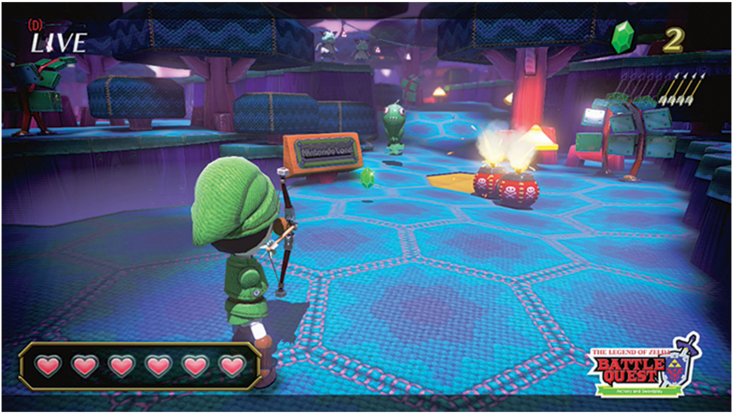


You thought you’d seen the last of the Moblin variations, didn’t you? Think again, friends! These Purple Moblins are quick, aggressive, and, in this case, have tripled up on any adventurers unlucky enough to meet them. Thankfully, they’re still vulnerable to good ol’ Hero’s Sword steel and Hero’s Bow arrows, so block to avoid their attacks and counter when the opening presents itself. The biggest problem is that middle Purple Moblin, who found himself not only a big pot to use for a helmet, but also an unbreakable metal shield. His buddies, however, have no helmets and only wooden shields, so use charge-up attacks to damage them before taking out the dopey-looking guy with the bigger, better shield.

12. Death Mountain Path

Mastery Requirement: Finish Without Taking Damage

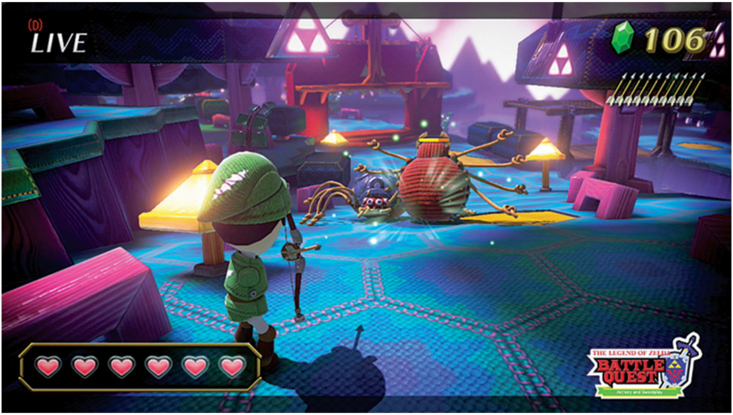
It's time once again to take that trudge up to Ganon's lair, but the journey to the mountains is beset by dozens upon dozens of enemies. A trip through the Lost Woods kicks things off, but this trip will cross many other types of terrain before it's over.



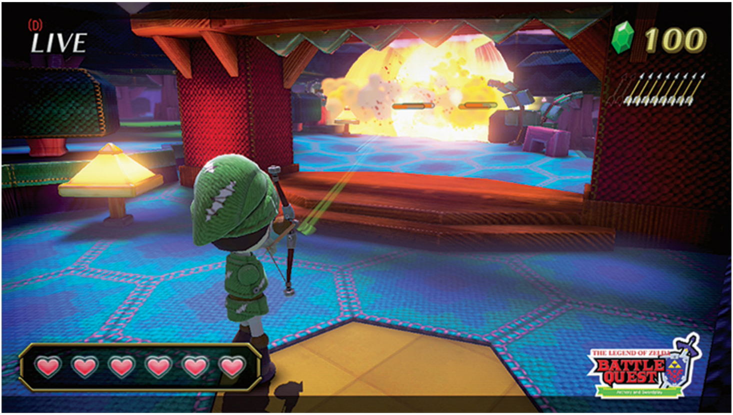
Although a group of ChuChus (including those pesky Green versions) appears not far from the starting point, there's actually a less obvious—but more dangerous—threat that presents itself right from the get-go: A pair of Bomb Moblins tote large red explosives that they heave down into the starting area. Quickly target them (or, better yet, their bombs while they're still holding them) to remove the threat, then concentrate on removing the ChuChus.

After clearing out the starting area, proceed forward toward a small ramp, and get ready for a small group of Moblin attackers. Once they're finished, move quickly up the ramp to target a set of red barrels that can help clear out a few nearby Moblins if you can get the shot off early enough. The usual raft of Moblin stragglers, plus a few more Pink Moblins, rush out to accomplish what their friends could not. Once they're felled, have the archer break the twin pots sitting on a small lip at the far end of the area before continuing on.

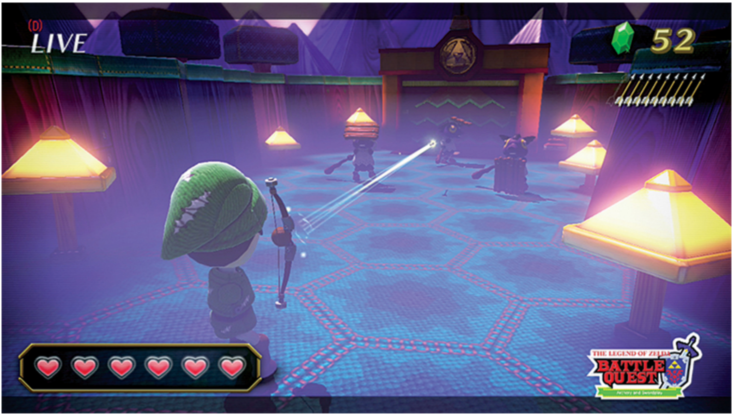
More Moblins (some of them the tougher Pink variety) head up from a lower area as soon as the adventurers are in range, but don't miss out on the chance to bag a Cucoo that flies through the area. After clearing out the more present threats, proceed slowly toward the lower area and gate beyond.



A myriad of threats present themselves even before you move down into this lower area: a pair of Moblin Archers on the upper part of the gate, a handful of Moblins, and a pair of Skulltulas. Moblin Archers should be the first priority for archers, of course, and the Moblins shouldn't be too much trouble for swordsmen, but the twin spiderlike critters are fast and, in tag team formation, can make things hectic. Concentrate on one of them at a time, and (if playing with friends) when an ally is inevitably wrapped up by one of them, be sure to shoot or slice them out.



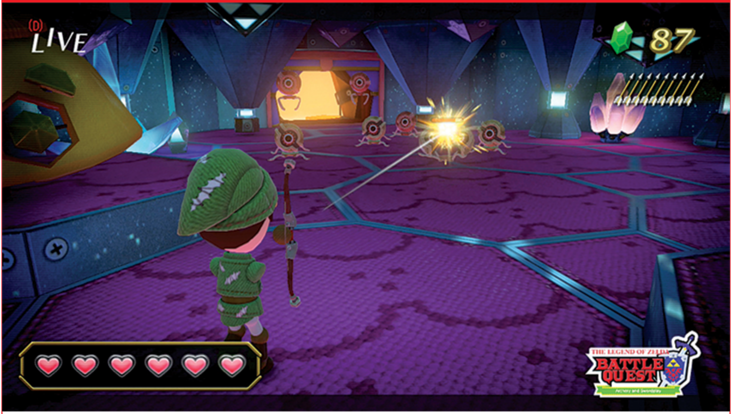
Pressing on past the Skulltulas and through the gate, be ready for a set of Bomb Moblins and a Cucco that very quickly exits this small area. A group of Moblins follows behind the Bomb Moblins, but taking out the explosives before they can be thrown certainly helps to whittle down the number of approaching enemies. Clear the area and enjoy the briefest of respites while journeying to the next group of enemies farther along the path.



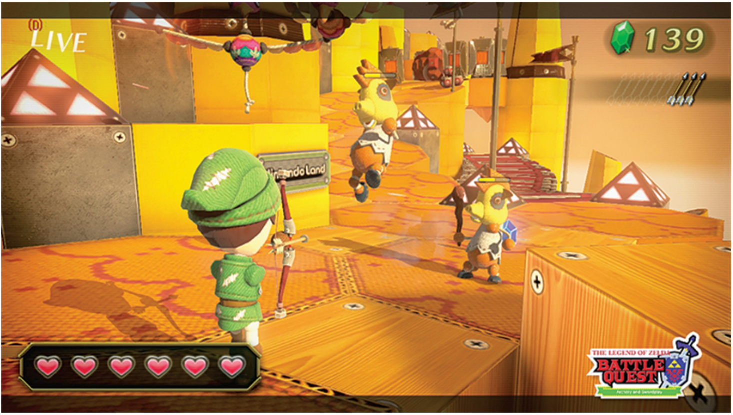
Although there are plenty of threats to contend with as the group (or brave solo adventurer) nears a small, sunken area, the most pressing is the Moblin Archer on an elevated platform to the left. Take him out, then worry about his heavily shielded Pink Moblin buddies that are rushing up. A Moblin Archer waits on a ridge to the right of the gate, but can be taken out easily by the archer before the party descends into the sunken section.

As you proceed down toward a gate leading to the next section, don't miss a couple of pots nestled next to a tree near where the Moblin Archer was. Before you enter the next area, however, be ready to fight off three Purple Moblins (thankfully they only sport wooden shields).

True Colors/h3>



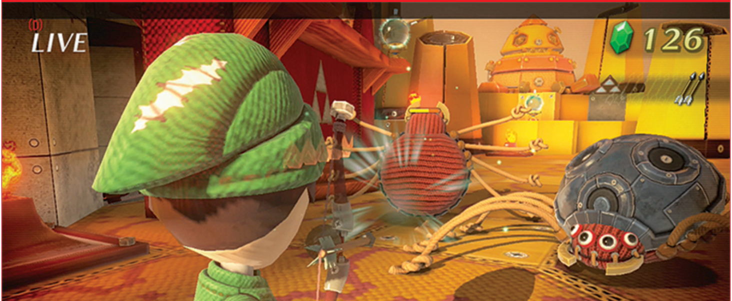
A familiar cave is revealed when you cross into the next section, and it is blissfully free of enemies right up until the end. Unfortunately, those enemies at the end are a mix of old and new. Tektites have gotten a bit of an upgrade, it seems. A few of them have a purple hue to their well-armored bodies. Thankfully, these Tektites are just as vulnerable to a single arrow as the normal, grey variety, but they have the nasty habit of leaping around quite a bit, which makes them harder to hit. Keep arrows fully stocked by pointing the GamePad down when playing as the archer, and help out your swordsmen buddies by flinging a flurry of arrows into the eyes of these agile new threats.



There's no rest for the weary as the path moves out into the windswept mountains. Plenty of Pink Moblins, Quick Moblin, and a flock of Kargoroks present the most immediate dangers, but there are also boulders perched up at the top of the ramp where you need to go. Deal with the ground- and air-based threats first, then follow the usual procedure for rolling boulders: "If playing with friends, have the swordsmen in the front inch forward to trigger the boulders' rolling, then fire arrows into the vulnerable explosive bits. If a lone archer, move up a bit at a time, nocking an arrow to halt your advance until the boulders start rolling, then detonate as usual. A few Pink Moblins descend after the boulders, but they and the Cucco flying around above them are small potatoes next to the impact of those boulders.

At the top of the ramp, expect more Pink Moblins, and then more to come streaming through the narrow passage ahead. Take them on slowly, doing your best to conserve hearts for the mid-boss battle ahead.

The Eyes Have It/h3>

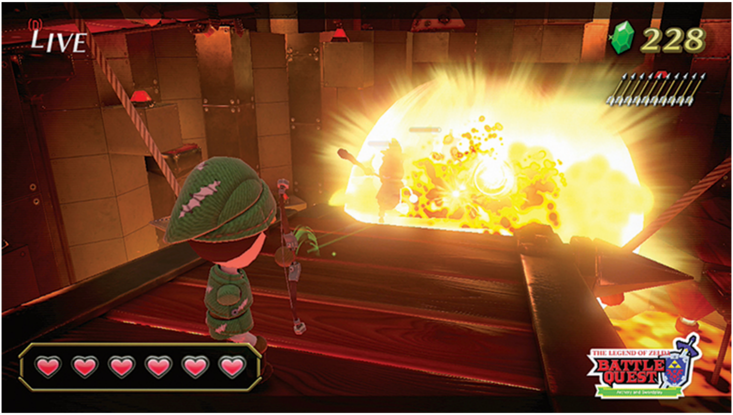


THE LEGEND OF ZELDA
BATTLE QUEST

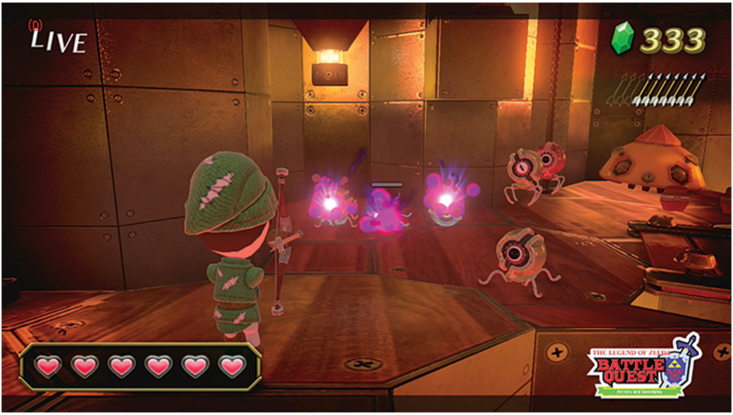
The pair of Skulltulas that serve as a mid-boss scrap would be hard enough on their own, but they're joined by Tektites (including the new Purple versions). This means there are a whole lot of eyes to target. Work on offing the Tektites first, then turn toward one Skulltula at a time. (If you're playing solo—and we wish you luck here—instead, try to get both Skulltulas on their backs to avoid being caught in a repeating loop of both of them jumping and smothering you into oblivion.) Keep in mind, too, that Skulltulas can be hit out of their leaping attack, but the timing has to be just right to avoid being wrapped up. If that happens and friends are around, make sure they can hit the creature to free you. Making ample use of the A Button's ability to swap targets as a swordsman is great practice here, too.

After clearing out the Skulltula infestation, hit the switches barring the entrance to Death Mountain proper and head inside. (There's a whopping *eight* switches when playing solo as an archer, but you have a good 10 seconds to get them all.)

Expect heavy resistance as you venture ever downward across the bridges straddling the massive pool of magma below. Thankfully, since you (and hopefully some friends) are moving down the bridges, you have the height advantage and the element of surprise. Use both to get a few early strikes on the Pink Moblins that wait near the second bridge, then clean up any left that actually manage to make it all the way up to your elevated position. Take note of some pots to the right as you continue downward.

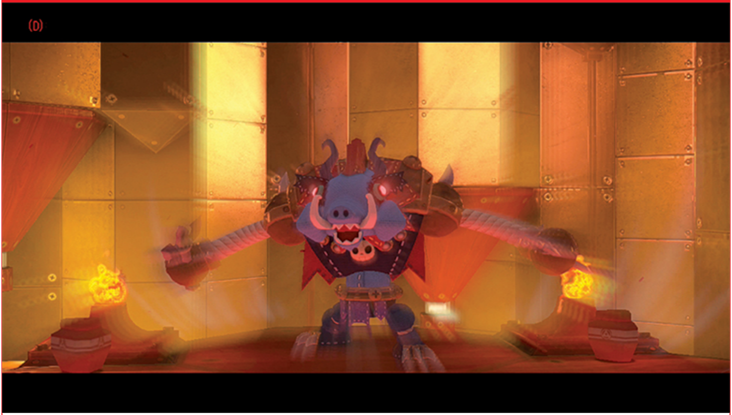


The second level of this fiery lair gives the archer the chance to quickly shoot a Cucco flying near the far wall. As soon as you reach the second bridge, hordes of enemies come pouring out from the far end. Thankfully, the first batch is made up of a few Bomb Moblin, so target them first to remove other nearby threats. Hold back and wait to ignite the pile of red barrels until a stream of Quick Moblins sprints up from down below.



Look right as you move down the second bridge to see a waiting group of Pink Moblins. Resist the temptation to detonate the nearby red barrels, however, and take the Moblins out with more direct means before heading down. Shortly before you reach the red barrels, their purpose becomes clear: A trio of Purple Moblins attacks, but can be heartily routed if you opt for some red barrel assistance. Just be ready to deal with any wounded Purple Moblins if the blast doesn't get them all; the little guys are tough. A final set of Tektites (including those Purple ones) appears near the bottom of this crisscrossing pathway. Clear them out and don't miss the chance to break the pots to the left, as they have valuable contents inside.

Hello, Old Foe



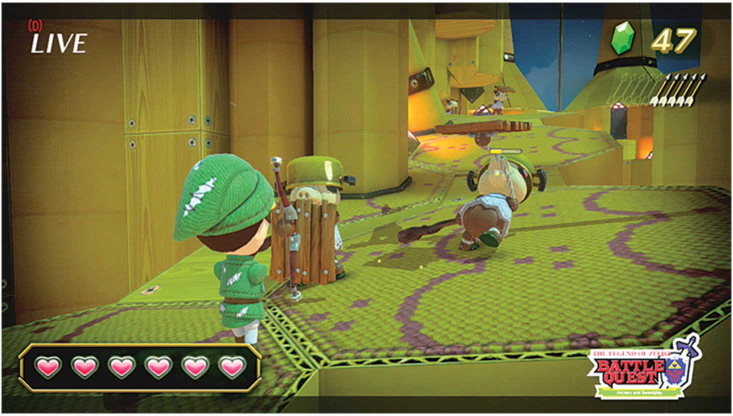
Wait, what? Ganon already?! Yep, the tusked menace is back, and he's plenty angry. Thankfully, he's no more difficult than he was the first time—which is probably a good thing, as there's less room in this fight. Remember the patterns: spinning blades, armored balls, teleport, slashes, and repeat. Stay on the offensive and this once-imposing threat goes down easily.

13. Battle of Hyrule Field

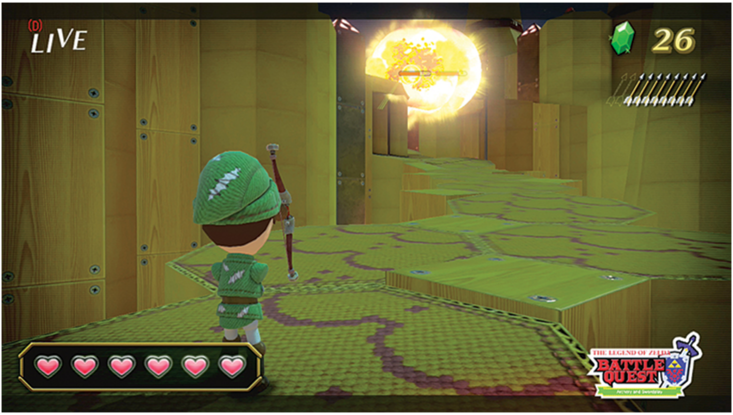
Mastery Requirement: Finish Without Taking Damage

This level may have Hyrule Field in the title, but you'll still have to make your way back down there from the mountainous parts of Hyrule first. Get ready for a lengthy fight all the way down Death Mountain and back to the plains of Hyrule Field, all in the dimming light of dusk.

Pay no mind to the Pink Moblins descending the ramp ahead of you—at least if you're the archer—for there's a far more pressing threat! Moblin Archers, perched up above directly ahead and to the left, are already drawing their bows. Dispatch them, then tend to the Moblins as needed, but before setting off again, try to target the Bomb Moblins far up on the ridge. Hitting one of their bombs will help make it a little easier when you reach the top.

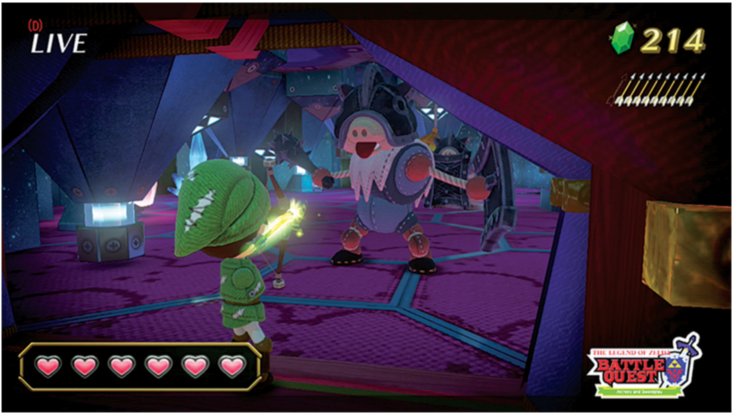


A dangerous mix of all three Moblin types (regular, Pink, and even a few Purple) comes streaming down to halt your advance up the mountain path. Make sure swordsmen have shields up to hold back any Moblins from sneaking through to harm the archer if playing with friends, or be quick and precise with arrows if alone. Repel them and move on, prepping for more waves of the same Moblin types all the way to the top of this ramp.



Upon reaching the top, be ready for more threats, though the biggest change is the fact that the archer is are no longer protected from the buffeting gusts of this elevated position. Take out the Moblins lying in wait directly ahead, and watch for a few more that are crossing over the narrow pathway to the left. Continue onward, battling yet more Moblins (including a hardy Purple Moblin). Let the archer stop to take out a Cucoo that is resting above the slightly sheltered area ahead.

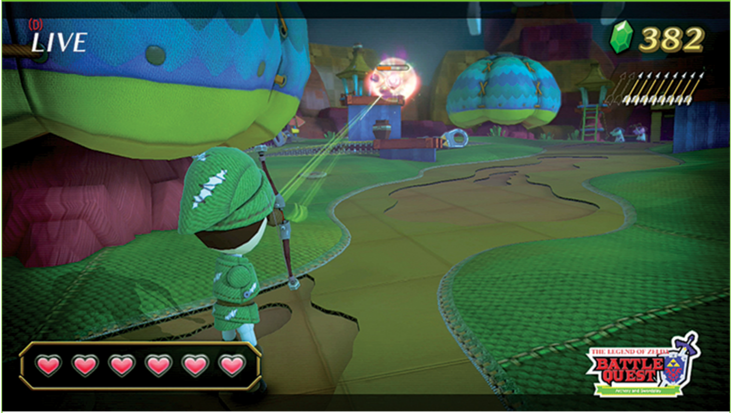
Shortly before you reach that tiny alcove, a pair of Skulltulas attempt to make life a little more bothersome. Remember to aim for the eyes and let the archer provide support by freeing any captive teammates with a well-timed arrow. Just past the arachnids is a long bridge, more gusts of wind, and some pots that can be targeted early to bank some spoils. There's not much time before a stream of Quick Moblins draws near, though, so respond fast to the mohawked enemies. Hang back and pull a few more Moblins sitting at the entrance to a cave in the distance to you rather than marching toward them.



The cave itself hides plenty of dangers, but sharp eyes will spot a Cucco flying around inside. Take it out before you venture in because the moment you do, a group of threats appear. Moblin Archers wait on slightly raised platforms to the left and right of the path. Purple Moblins charge toward you. And a pair of armored Big Moblins stomp forward. Eliminating these threats in this order is key, as it is next to impossible to fight smaller enemies without taking hits from the Big Moblins. Wait for the bigger enemies' swipes, then retaliate, and focus on one at a time to push on.

Just before you reaching a short ramp down leading to a pressure switch, some Pink and Purple Moblins appear. Let the archer attack the hardier Purple Moblins from afar, if possible, but stay defensive regardless to make sure those hearts that the Big Moblins dropped just a few seconds ago don't go to waste. Step on the switch and get ready to say hello to Hyrule Field.

Night Ranger

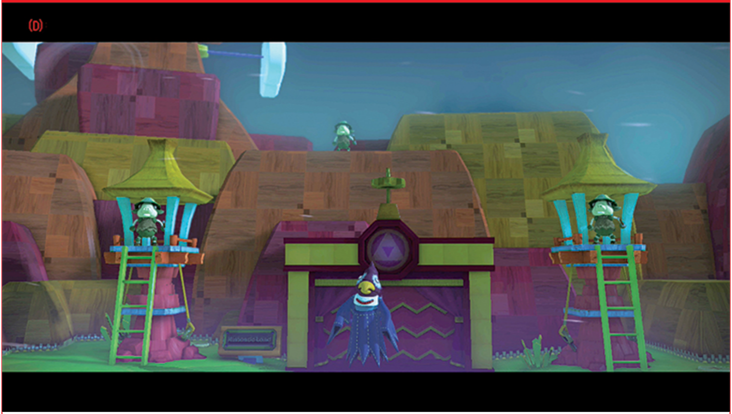


In these wide-open plains, the archer is at a significant advantage. Use this to the fullest by hanging back and letting those long-range shots connect with targets. Almost immediately upon entering this grassy land, Tektites and Moblins appear and they all can be dealt with at range. Don't miss the roosting Cucoo high up on a ridge to the left, too; that heart is valuable stuff.

The archer's range can also start to damage another pack of enemies that is just past the trees; some Bomb Moblins, Moblin Archers and even a Skulltula are all too eager to put a stop to this adventure, when it's so very close to ending in victory! Keep your shields up, rain down arrows on them from afar, and then push ahead slowly to spot one Cucco circling a tree to the right and another perched atop a small house. Pots are strewn to the left and right of the main path, too, but be on the lookout for any straggling Moblin Archers that weren't defeated earlier.

Put the archer to good use again to target the far-off Moblins and draw them closer where swords can more easily deal with them. Then keep moving forward slowly until another group appears, consisting of two Moblin Archers flanking a pair of Purple Moblins. As always, the ranged targets should be handled by the archer, while the Purple Moblins are a swordsman's business. Once they're gone, stay put and let the archer take out the two pots on top of the gate ahead to bank two very valuable hearts.

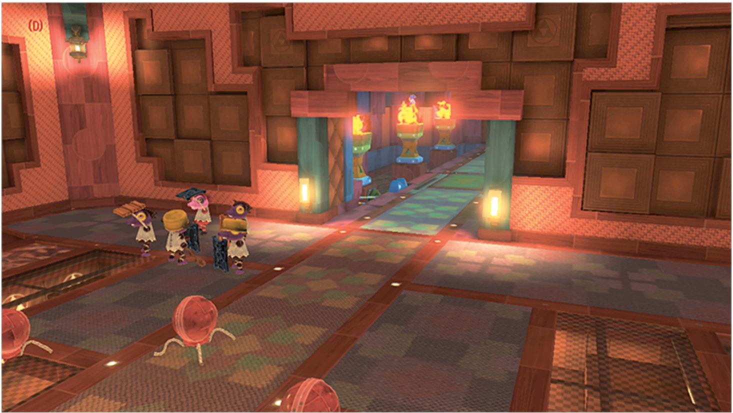
Feathers and Bows



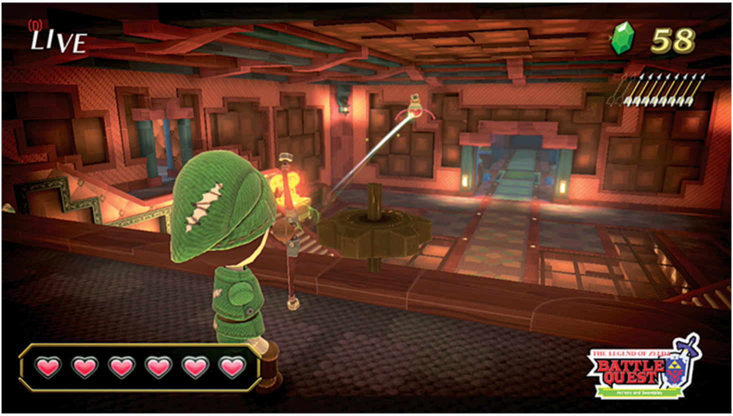
The appearance of a Purple Wizzrobe isn't terribly frightening, but he's not the only one that you must deal with to secure the Triforce. Three Moblin Archers appear in the two towers next to the gate and atop the gate itself, and more troubling, the wind has kicked up. Eliminating the Moblin Archers is the job of the archer, even before you deal with the Purple Wizzrobe. Swordsmen can tank, keeping their shields up while the archer adjusts to the wind to defeat the bowed threats. Only after this should the Purple Wizzrobe be attacked. (You can quickly drop cover long enough to any approaching Keese when they're thrown out by the Purple Wizzrobe.) There's simply too much danger from incoming projectiles until the Moblin Archers are finished off, and only the archer can dodge their incoming shots. Once the ranged targets are gone, use the usual technique to overcome this toughest of all flying challengers.

14. Ganon's Last Stand

Mastery Requirement: Finish Without Taking Damage

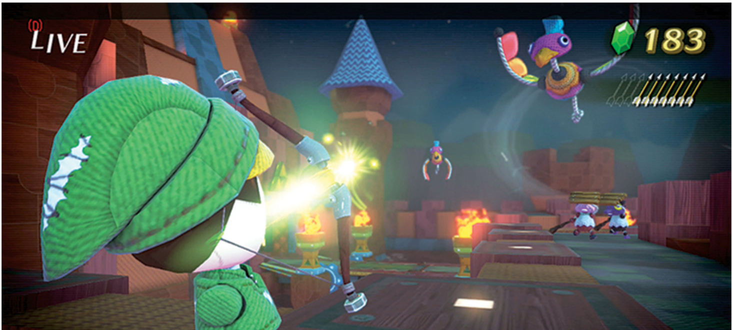


This is it: the final showdown. Just you (and hopefully a few friends) and Ganon. Time to show the evil mage that a Mii wearing a Link costume is just as valiant as Link himself!

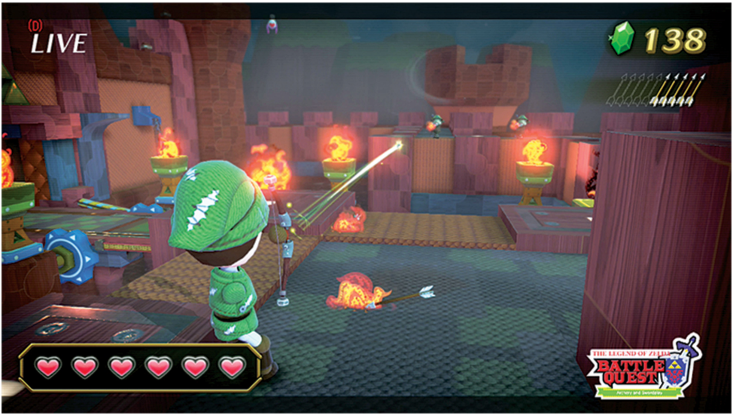


The final adventure begins right where the duel against the twin Big Moblins from an earlier level ended: atop a Triforce-woven bit of cloth at the top of a tower. Head down the stairs leading into a long hallway and be ready for a Keese colony to descend from the rafters. Push on into the large chamber ahead and look right to track a group of Pink Moblins making their way up the stairs to your position. Clear them out, but don't miss a Cucco that's flying around the room for a quick heart refill, should someone need it. Look left as you move down the stairs where the Moblins came from to spot another Cucco resting on a ledge.

Be ready for a formidable group of Pink and Purple Moblins as you exit the small side path that leads out of the bigger chamber and up onto the ramparts of Ganon's keep. They have a long way to travel to reach you, but can cover the distance with surprising speed. If the archer can get into position quickly enough, a fully charged shot aimed just over the first Moblin's shields can pass through to targets behind. Since none of the Moblins have helmets or metal shields, it's possible to knock out multiple enemies in one shot. Target the Cucoo circling the tower to the right, then press on. Some Moblin Archers open fire as soon as you venture onto the long, straight path skirting the castle walls. Take them down, but be ready for more Pink and Purple Moblins—the Purple ones with helmets. Thankfully, a Bomb Moblin appears to the right, and it can be blown up to damage the advancing Moblins.

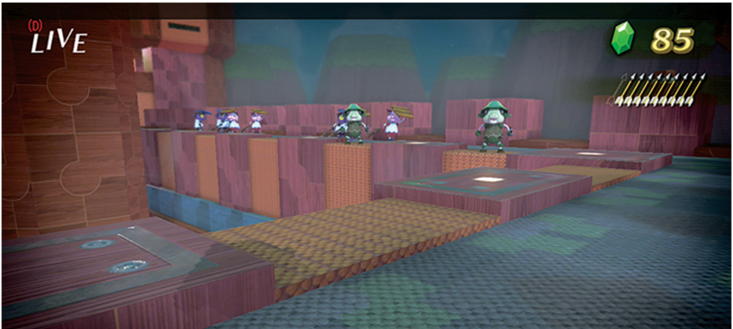


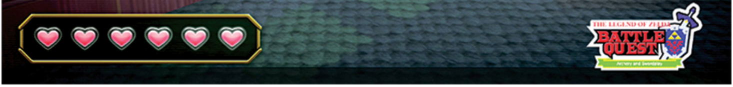
As this upper pathway shifts to the left, look out for Kargoroks swooping in along with a steady stream of Pink and Purple Moblins. (Some have helmets, too.)



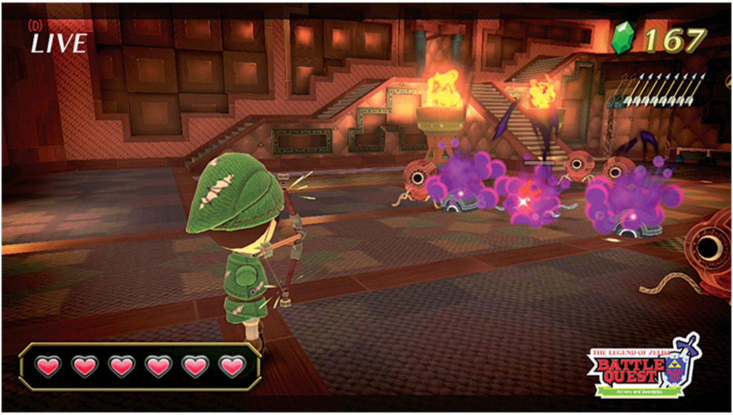
A couple of Moblin Archers are set up in elevated positions and ready to fire as soon as you near the right turn along this same path, so be ready to dodge (if you're playing as an archer) or raise your shield (if you're a swordsman) to avoid getting hit blindly. Let the archer return fire, but note that the wind has kicked up considerably, which causes shots to arc. Then venture forth again to confront more Purple Moblins carrying heavy shields and Kargoroks.

When the Kargoroks and Moblins have been cleared out, look left to spot a Cucco flying around a spire. The wind can make hitting the bird a little difficult, but it's better to attempt the shot in the relative safety here than in the midst of yet another encounter. One of those is coming up fast. Take a moment to break the pots sitting high up in one of the towers directly in front of this rampart path, then continue on to fight more Moblins.





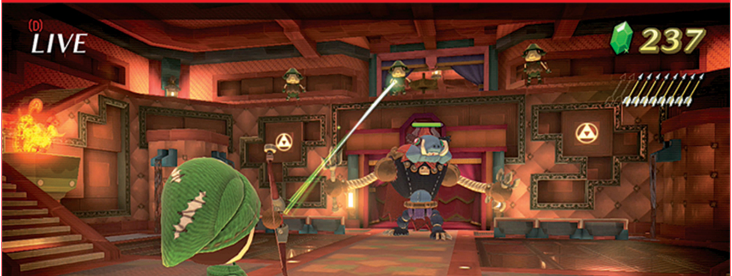
As you round the hard right corner leading toward one of the main castle walls, a large group of Moblins, most of them Pink and Purple, wait to surprise. More surprised, however, are the two Moblin Archers standing on little ledges just to the left of the path. Let the archers take them out, then battle through the first wave of Moblins before using the archer to lure over the remaining Moblin forces that are waiting a bit farther up the rampart path.

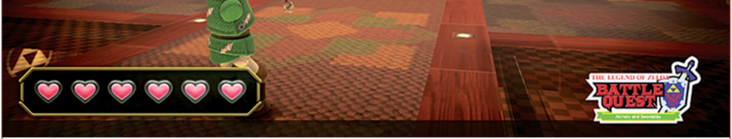


Amazingly, there are still more Moblins to deal with ahead, but don't venture too far toward the holes in the wall spitting flaming arrows. Concentrate on taking out the Moblin forces first. As there aren't any standard Moblins around, the Pink and Purple varieties have a nasty habit of sneaking up and dealing surprise damage if the group (or a lowly archer) is distracted by those Switches high up. When the Moblins have been cleared, target the Switches to the left and directly ahead, between the parapets. The Switches deactivate the flaming arrows and allow you to move forward.

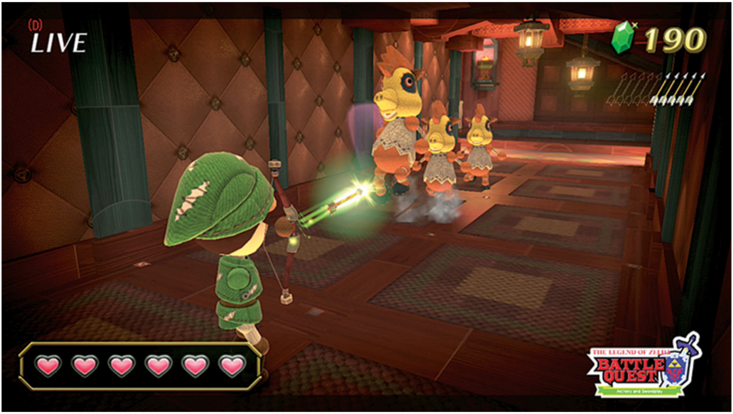
As you slip back inside a room that looks eerily like the one you left to travel along the ramparts, get ready. More Pink and Purple Moblins wait at the foot of the stairs just inside. Remove them swiftly, but proceed down the stairs cautiously, as jump-happy Purple Tektites quickly pop into view and make things more difficult.

It's the Reunion You Never Wanted

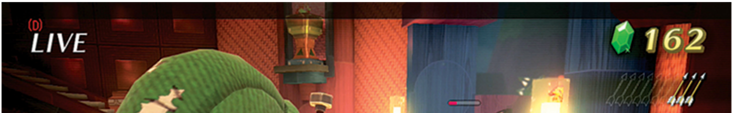




“Difficult” may have been used a bit prematurely earlier. Ganon shows up with three Moblin Archers above him. This is difficult—at least until the Moblin Archers are eliminated. Now concentrate on taking down Ganon by closely watching for the usual pattern: blade spin, yellow balls, teleport, swipe and back to square one. The hardest part of this fight is getting position on those Moblin Archers, so make sure the archer is as far back as possible before jumping into the fray against Ganon himself.



Stepping onto the pressure switch reveals a tight passageway filled with Keeses that drop from the ceiling, Pink Moblins, and flaming arrows sticking into the wall a little farther down the hall. Take out the Keese threat, then the Pink Moblins, but proceed forward slowly. If swordsmen are available, let them go first, standing side by side with raised shields to provide a little cover for the archer, who must target the Eye Switches to turn off the endless supply of arrows. If you’re playing solo as an archer, be ready to dodge as soon as you round the corner, then let loose with two quick arrows to end the barrage. It also, handily, raises the door directly to the left, allowing you to move on, right into a group of Quick Moblins. Remember that Quick Moblins can be taken out with a single, well-timed arrow.



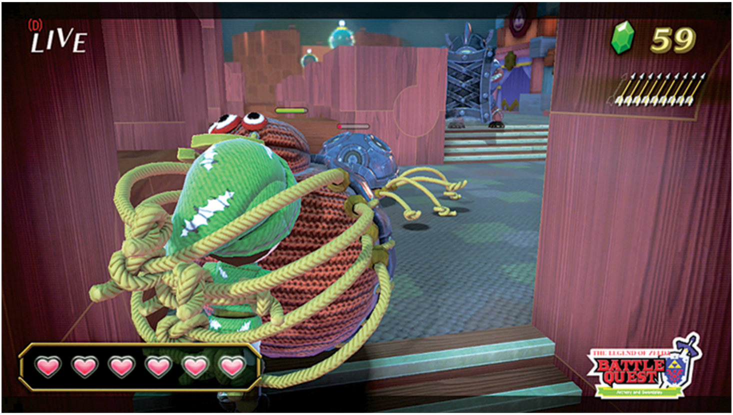
THE LEGEND OF ZELDA
BATTLE QUEST
Archery and Swordplay

This staircase climb is absolutely packed with enemies, but your party can follow the same general rule as when you ventured up the Forest Temple staircase: Move slowly, pulling one group at a time and being sure to check the higher elevations for Moblin Archers to avoid being shot in the back. Moblin Archers should be the first target anyway, as hitting them usually causes any nearby enemies to come running down the steps into the waiting blades of a swordsman or four. The archer should be on the lookout at all times for Moblin Archers. Keep an eye out, too, for a Cucco flying around near the ground floor of the staircase.

When you reach the top, you encounter Purple Moblins, and these should be taken out as quickly as possible. More distracting, however, might be the pots farther up the staircase. Turning to shoot at them—especially while playing solo—is a bad idea because a group of Quick Moblins are ready to charge right behind the Purple Moblins. See that they're defeated before you embark on any pot-breaking escapades.

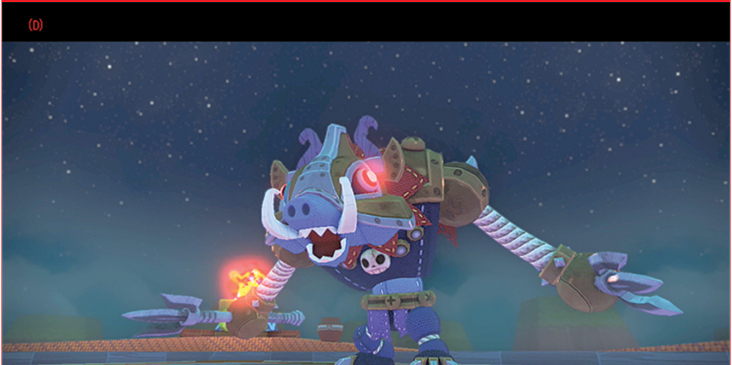
(D)
LIVE
59
THE LEGEND OF ZELDA
BATTLE QUEST
Archery and Swordplay

Almost immediately after you duck out of the staircase and into a familiar upper walkway, an assault from two Bomb Moblins coming down some stairs begins an all-out onslaught that separates you from the final confrontation with Ganon. Be quick, catching the bombs in midair if possible, but hanging back to allow the Bomb Moblins and their Purple Moblin friends to advance down the stairs before you move forward. At the top of the stairs is an armored Bin Moblin, and past him are a pair of Skulltulas and another Big Moblin. This is effectively two mid-boss fights mashed into one, so try to work on the enemies one at a time. Get the first Quick Moblin's attention early and focus on him. With a little luck, you (and your friends joining you for this epic battle) will be far back enough to keep the Skulltulas from advancing. Let your archer fire up a fully powered arrow to damage and entice them, then work quickly to expose their underbellies before the other Big Moblin can show up. As a swordsman, keep your shields raised when not attacking any time a Big Moblin draws near.



This final sequence should be pretty familiar by now; hit all four crystals to open the final gate, but don't miss out on breaking the line of pots to the left—including one perched up on a platform in the distance. Head up the stairs, take out the two Cuccos waiting on either side for hearts, and steel yourself for the final showdown.

The End Begins



Why hello there, Ganon, so nice to see you yet again. What’s this? It appears that the boar-faced blight has donned a bit more protection on that big head of his. Make a note of this, as it removes your ability to reliably hit him during his blade spinning phase. Thankfully, very little else has changed about this fight. The sequence is still the same as it ever was: spinning blades, yellow balls, teleport, swipe, swipe, repeat. Except this time, he’ll generate a variable number of yellow balls (often quite a few more than before) per phase and spend much more time in his close-up attack phase taking swipes. Be ready to block constantly. And the archer should have a full quiver of arrows ready the second Ganon teleports back and roars to help take out the “take out some of the armored balls before they can bother any swordsmen. The two pots behind where Ganon first appears are available if health runs low, but only attempt to break them when there’s a lull—which isn’t often. You can do this, Link!

Time Attack

In need of a refresher or just want to hone those archery skills a bit before tackling some of the tougher challenges Battle Quest has to offer? Look no further than the Time Attack, three progressively more complex shooting galleries that give your Mii-as-Link a chance to become an eagle-eyed crack shot.

General Time Attack Strategies

Prioritize your targets—closer enemies can be dispatched with a flurry of arrows, but long-range enemies need adjustment between shots.

Make every arrow count—those long-range targets are the hardest to dial in on a first shot. Avoid rapid-firing your shots until you have a feel for how far they’ll travel; launch a shot to figure out range, then an adjusted shot as needed to finish off the target quickly. Use the range information gathered from one shot to quickly pan left or right to hit targets around the same distance easily.

Explosives are your friend—enemies like Bomb Moblins should be taken out as quickly as possible to maximize the explosive impact of their bombs. Look for environmental hazards like bomb stacks that can be detonated when enemies are nearby.

Memorization is key—The Time Attack are an exercise in quickly recalling where the next enemies will appear. Don’t be afraid to practice a few times to warm up before going for a Master or Stamp time.

Know thy enemy—knowing how much oomph to put behind your arrows is important. Normal Moblin Archers will go down after a single non-charged shot, as will ChuChus. Basic Moblins take a charged shot, while more advanced versions of those Moblins take at least one powered-up shot and another standard arrow to fell. Knowing what targets must be destroyed quickly is absolutely crucial to shaving off valuable seconds from that end time.

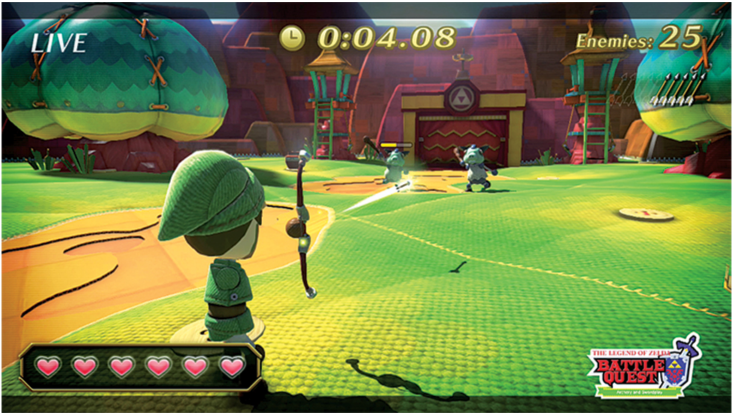
Icon	Name	Conditions
▲	Beginner: Finish Within 50 Seconds	Complete the first Time Trial stage in under 50 seconds.
▲	Intermediate: Finish Within 50 Seconds	Complete the second Time Trial stage in under 50 seconds.
▲	Advanced: Finish Within 50 Seconds	Complete the final Time Trial stage in under 50 seconds.
▲	Finish All Stages Within 45 Seconds	Complete all Time Trials in under 45 seconds.
▲	Speed Master	Earn Master Rank on all Time Attack stages.t

1. Beginner: Defeat 25 Enemies

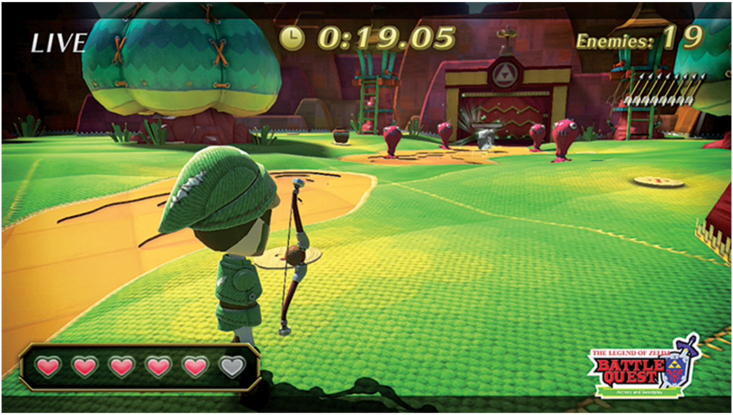
Mastery Requirement: Finish within 40 seconds

LIVE
THE LEGEND OF ZELDA
BATTLE QUEST

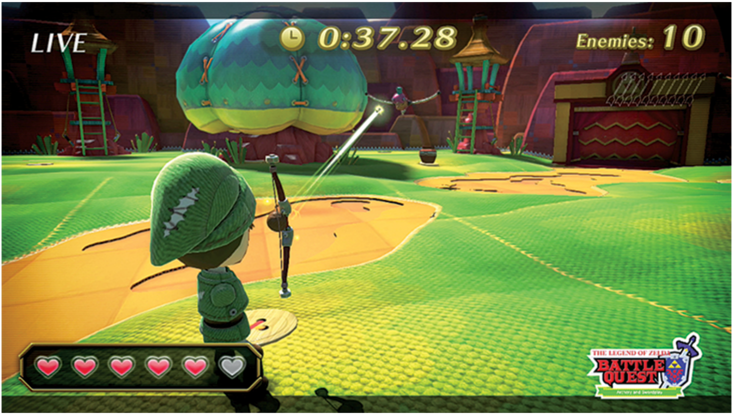
The grassy plains of Hyrule Field serve as the platform for which to hone your skills on the Beginner challenge level. “Keep an eye out for the following enemy waves:



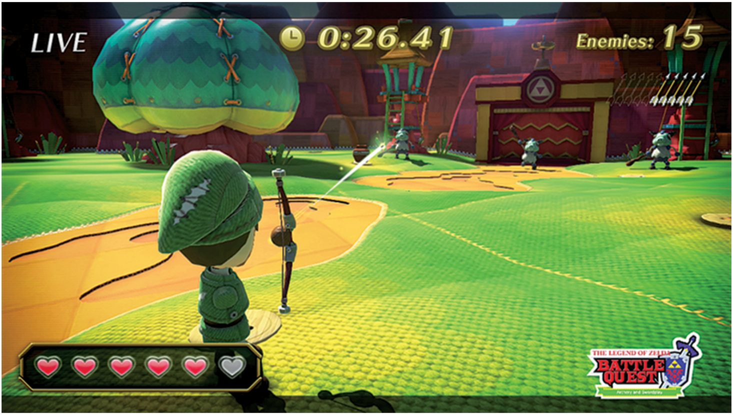
- Five Moblins, appearing dead center, with two initially, then three more after they're gone.



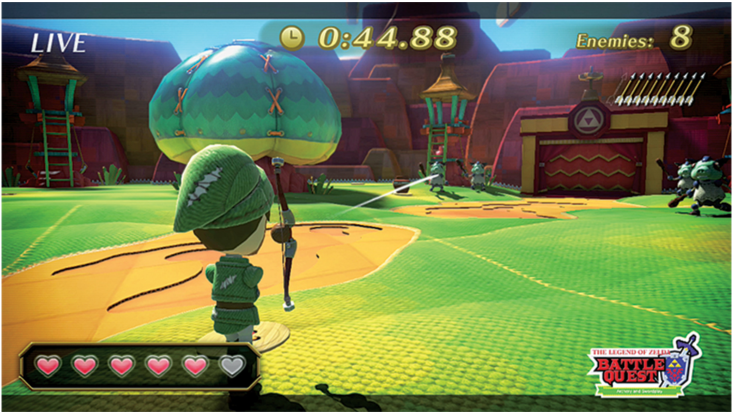
Five ChuChus, in a group of three, then another two, dead center.



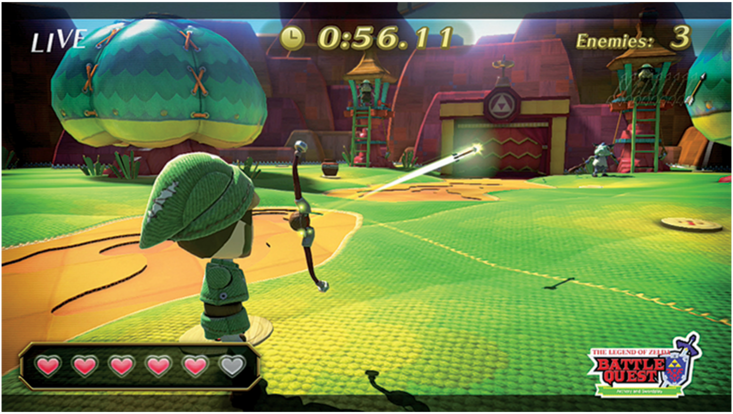
- Five Moblins, three initially (one dead center, the other two near the guard towers on the left and right), then two more shielded versions dead center.



-Two Kargoroks, appearing from the right and left sides at the same time.



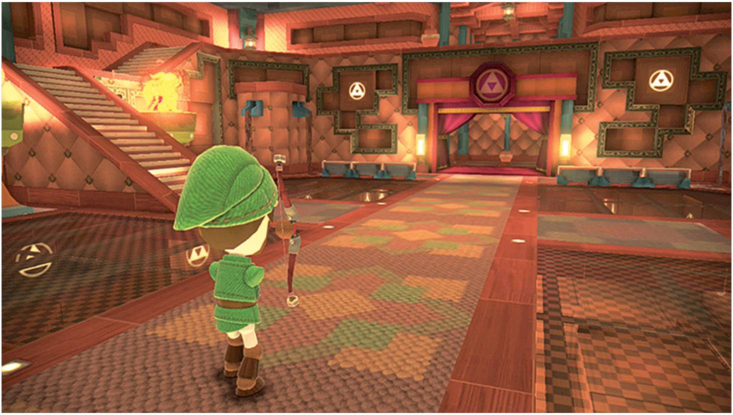
-Six Moblins, four straddling the main path, then two shielded ones dead center.



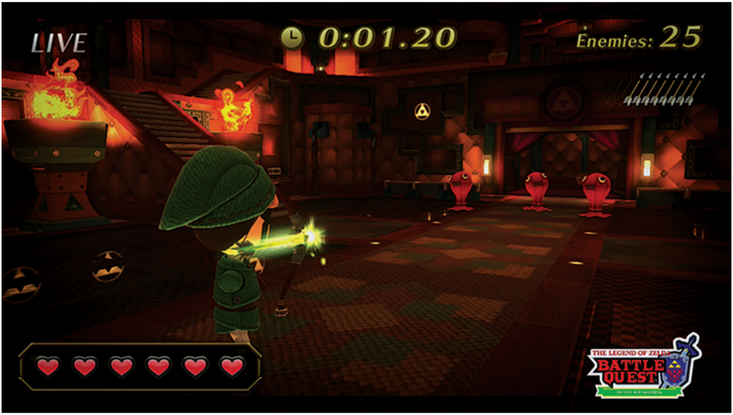
-Two Moblin Archers, in the left and right towers.

2. Intermediate: Defeat 25 Enemies

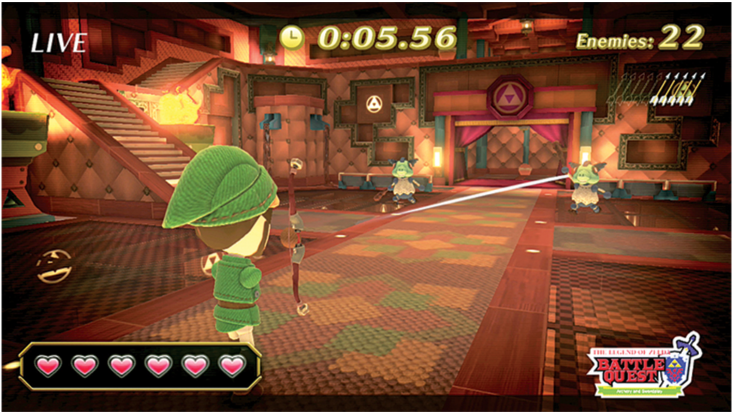
Mastery Requirement: Finish within 40 seconds



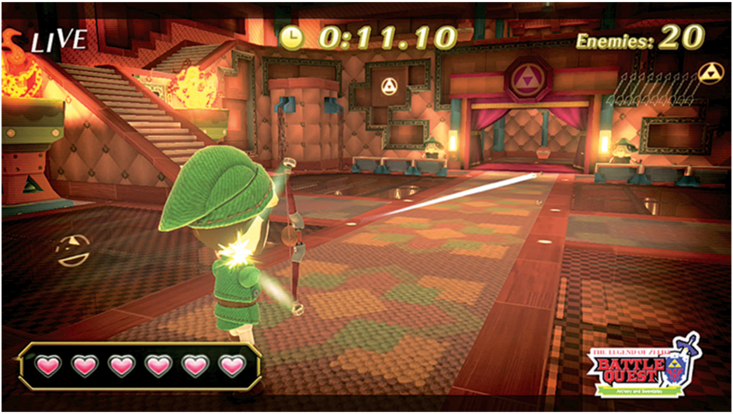
The sight of more than a few mini-boss battles, this fiery fortress offers multiple routes of entry for enemies and some prime sniping for Moblin Archers. Stay on your toes and be ready to make use of the dodge maneuver by pressing the ZL + ZR Buttons when prompted.



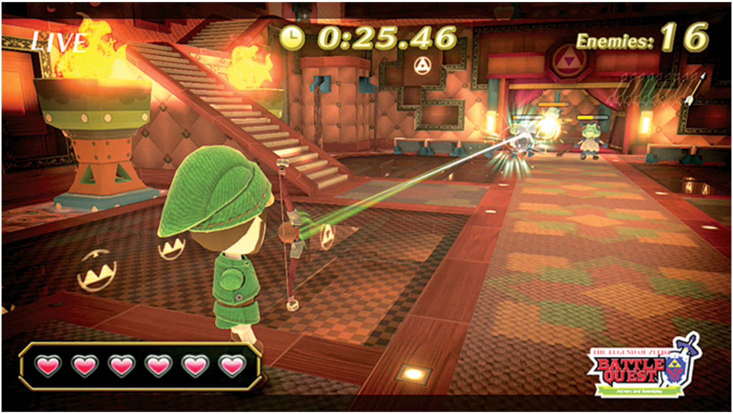
-Three ChuChus, dead center.



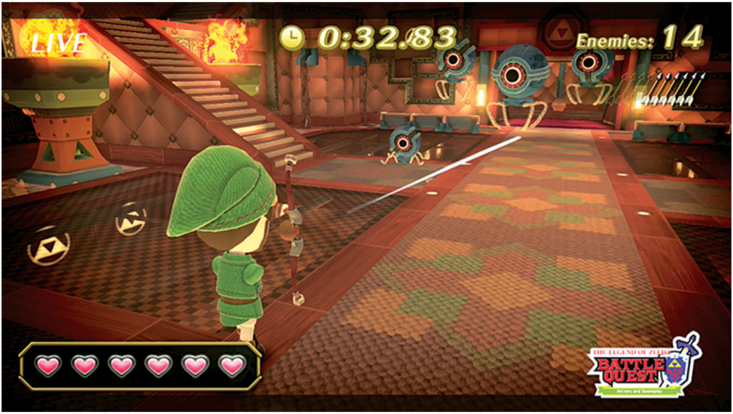
Two Moblins, dead center.



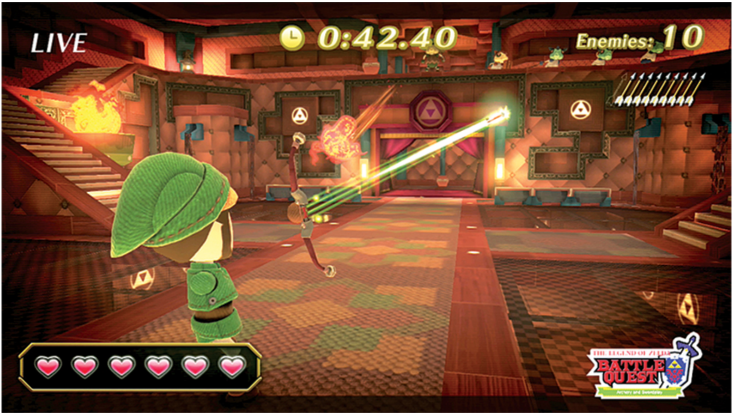
-Two Moblin Archers, behind bits of cover on either side of the doorway.



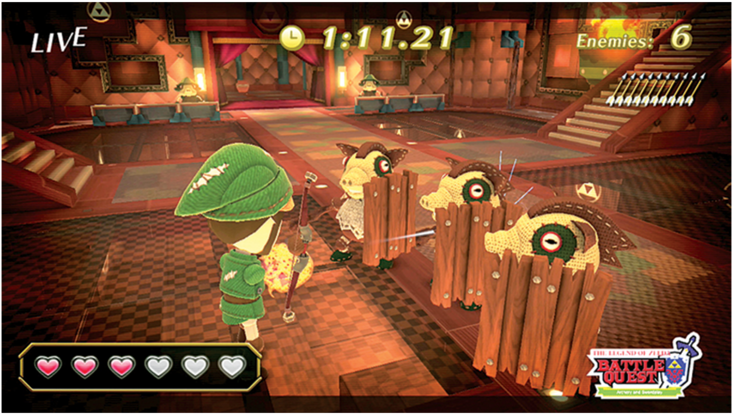
-Four Moblins, running out from the center doorway.



-Four Tektites, dead center.



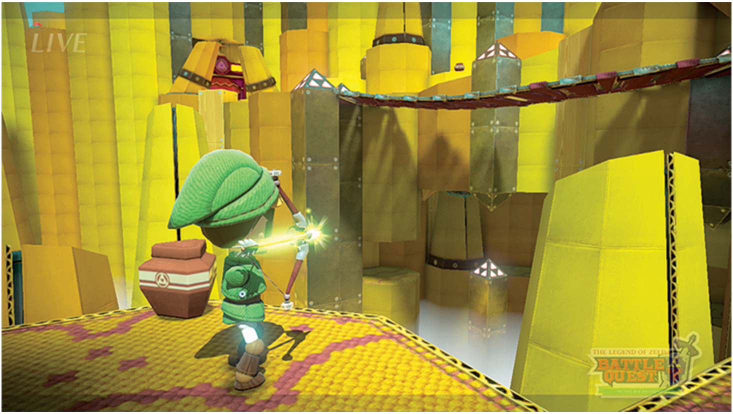
-One Moblin Archer and four Moblins (one carrying a shield) appear on top of the main doorway. Moblins run down the stairs while the Moblin Archer fires.



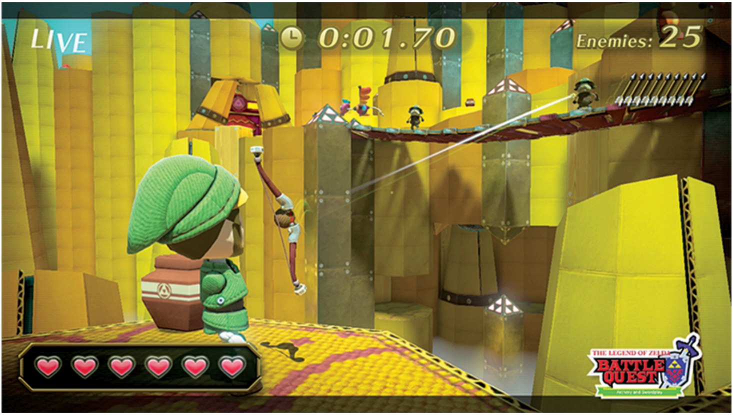
-Two Moblin Archers and three shield-carrying Moblins. Moblins arrive from the main doorway. Moblin Archers appear behind cover on opposite sides of the doorway.

3. Advanced: Defeat 25 Enemies

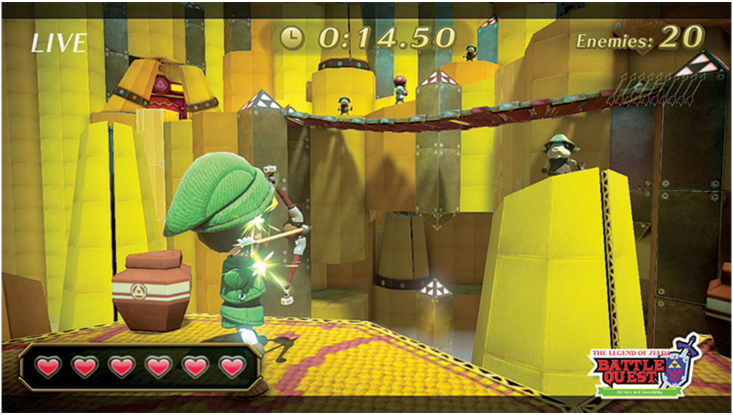
Mastery Requirement: Finish within 40 seconds



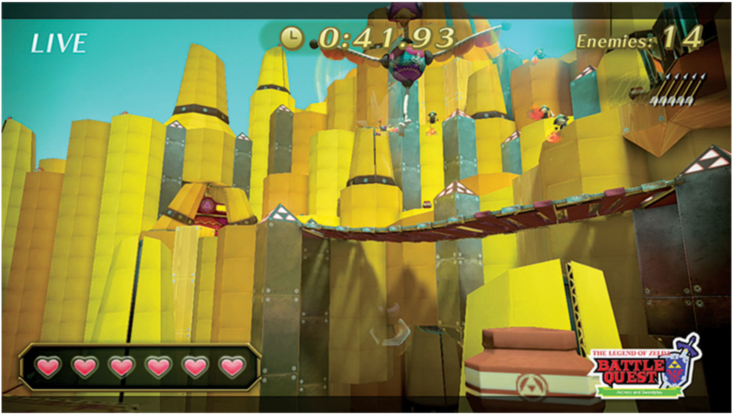
The craggy peaks of Death Mountain are a fitting final Time Attack challenge. It is brutal, windy and filled with dangerous enemies. Aim true.



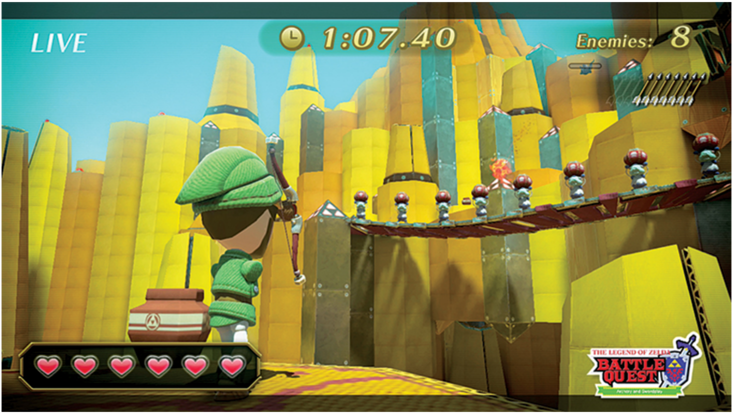
-Two Moblin Archers, two Kargoroks, one Moblin. The Moblin Archers appear on the bridge, Kargoroks from the left and right, and a Moblin runs across the bridge from the left pathway.



-Four Moblin Archers, one Bomb Moblin, two Moblins. Moblin Archers appear on the spire directly to the right, on the bridge, and perched along the upper walkway. A Bomb Moblin appears on the left, between two Moblin Archers near the upper walkway. Moblins run down from the upper walkway and across the bridge.



-Three Moblin Archers, Two Kargoroks. Moblin Archers appear on high perches at center and center-left. Kargoroks fly down from center.



“-Eight Bomb Moblins, all along the bridge.

Truly Masterful

Now that you’ve conquered both the Time Attack and the Quest stages, there remains one final, ultimate objective: Mastering every level. This is not a challenge for the faint of heart—or for the weak of skill. To master all of the Quest stages, none of the adventuring party can take a single hit during the level. And to polish off the Time Attack, those 25 targets must be hit with laser precision. We’ve attempted to give you the tools you need by laying out nearly every enemy you’ll face, but the only true way to master the various Nintendo Land challenges is to practice, practice, practice. So get to it!

Team Attractions

Pikmin Adventure

PIKMIN
ADVENTURE
Tame the Wilderness

A Small Explorer Trapped on a Very Big World

Your Mii dons the diminutive space suit of none other than Captain Olimar, one of the greatest space explorers (per cubic inch) the universe has ever seen. In *Pikmin Adventure* , it's once again time to explore the lush, verdant alien world that is—well, no one's really sure where Olimar ends up half the time, but at least there's some small comfort in the fact that The Ship, is completely intact He just needs to make it to The Ship, and it's a jungle out there. A gorgeous, colorful jungle, but a jungle nonetheless, filled with all manner of dangerous fauna to offset all that awe-inspiring flora.

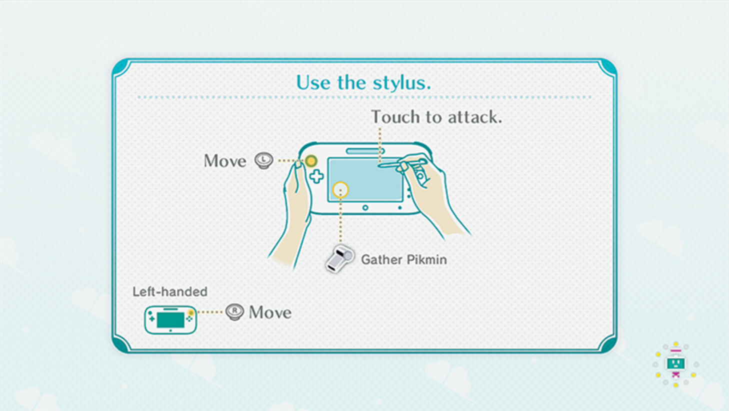
Olimar (or at least your Mii doing a darn fine impression) isn't alone, of course. He's joined by the Pikmin, adorable creatures that can evolve, grow stronger, and work together to overcome any obstacle, be it an enemy that stands in their way or environmental hazards. As Captain Olimar explores this strangely familiar alien planet, he'll delve underground, catapult into the heavens and work his way through what appears to be an entire planet made up of quaintly maintained gardens in an effort to escape with the Pikmin in tow. Pikmin are incredibly resourceful, and can be used to explore, break objects, and attack enemies, all by simply tapping. Get ready to blast off!

Origin Story: Pikmin

Inspiration can come from the simplest of places. When Nintendo's resident creative genius, Shigeru Miyamoto, was gardening one day, he was struck by the idea of an explorer no bigger than an inch high tromping around. To him (and the resident half-plant, half-animal Pikmin creatures that he befriends), an ordinary garden would be a sprawling alien world just begging to be explored. At that size, though, the world might be overflowing with creatures that would be towering monsters to Olimar and the Pikmin, yet be little more than a big bug to humans. Originally, Captain Olimar was simply on vacation when his ship was struck by a comet and crash-landed on an alien world filled with dangerous oxygen. Being an alien from the planet Hocotate, Olimar's body is unable to process oxygen and thus has only 30 days to repair his ship and return home. Interestingly, this 30 day limit set an overall cap on the gameplay of the original *Pikmin* game (something that was lifted in the sequel, *Pikmin 2*), and added a sense of urgency. Like the later sequels (including the upcoming Nintendo Wii U exclusive, *Pikmin 3*), *Pikmin Adventure* avoids an overall time limit, but don't be terribly surprised if there are some challenge-specific time limits that must be overcome.

Controls

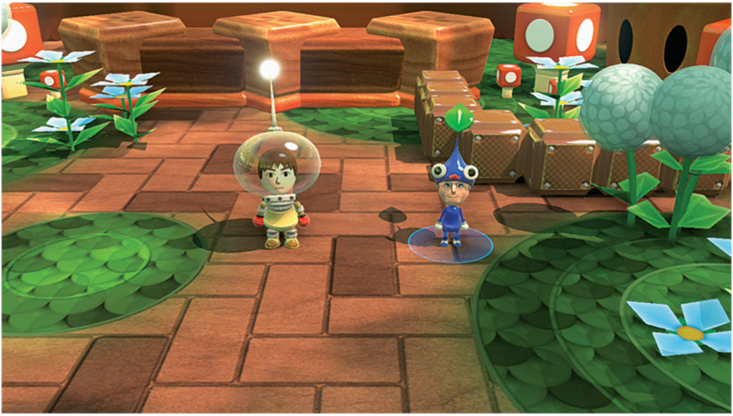
GamePad Controls	
Move	Left Stick or Right Stick, or touch and hold the touch screen
Recall Pikmin	ZL or ZR Button, or press the whistle icon in the bottom corner of the GamePad touch screen
Attack	Tap touch screen with finger or stylus
Dodge	Flick touch screen with finger or stylus



Captain Olimar is a capable leader, but he still needs help from the Pikmin. Thankfully, whether you are right- or left-handed, the GamePad can be used ambidextrously. Simply use the stylus in your writing hand and let your other hand wrap around the edge of the GamePad so that your thumb is on the Left and Right Stick and your finger can reach the ZL or ZR Button.

Movement is as simple as tilting the Left or Right Stick in the direction you'd like Olimar to travel, but he can also be moved by simply pressing and holding on the GamePad touch screen in a particular direction. Moving the stylus or your finger will "pull" Olimar in that direction, letting you change direction at will. To attack, you need only to tap on the target itself, but be aware that the Pikmin have a finite range and Olimar might have to move closer. If all Pikmin have been sent out to attack an enemy, Olimar can attack on his own, though it is an extremely short-range swing of his mighty arm. Thankfully, as the Pikmin level up (more on that in a bit), their numbers increase once at Level 5 and again at Level 10. A short hop/dodge is possible (and increasingly necessary in later levels), and is accomplished by simply swiping across the screen in the direction you'd like Olimar to jump. Note that this is a 360 degree move; Olimar can jump in any direction you choose to escape danger or leap over small objects. From time to time, it may become necessary to call your Pikmin back to you (to "reload" them, for instance, when defending against threats). Give the ZL or ZR Button (depending on what hand is on the GamePad) a press or tap the whistle icon on the touch screen and all Pikmin will return.

Wii Remote Controls (Pikmin)	
Move	(+)Control Pad
Attack	1 Button
Charged Attack	Hold 1 Button until charged, then release
Jump	2 Button



Players with a Wii Remote can get in on the action, too! By donning a Pikmin costume, your Mii can directly influence the game, though the player controlling the Mii Olimar with the GamePad can always recall you back to their position. Otherwise, though, you are free to explore the world, collect, attack, and upgrade completely independently of Olimar. Press the 1 Button to attack with a short-range leaf attack, press the 2 Button to jump over small obstacles like blocks, and move around by pressing the Directional Buttons. Mii Pikmin have some of the advantages of a normal Pikmin, including being thrown by Olimar (when perched on top of his head after a recall), and the ability to independently attack any target in range. Mii Pikmin are unique because they level up not as a group, but on their own. So Nectar, Pikmin Adventure's form of level-increasing experience, is split between Olimar's general Pikmin and any Mii Pikmin playing on their own. Though Mii Pikmin are autonomous, their health is shared with Olimar, so be careful out there!

Challenge

The heart of *Pikmin Adventure* , Challenge Mode lets you play as either Captain Olimar with the GamePad, or as a Mii-sized Pikmin with the Wii Remote. Up to five players can join forces, with one controlling Olimar and the rest as Mii Pikmin, so grab some buddies and go exploring! For the most part, Challenges are straightforward: Escort Olimar and the Pikmin through this lush world throughout the four seasons, defending the group from threats and collecting upgrades, and then fight a boss before finally making it back to The Ship and escaping the planet. During some Challenges, though, there will be time limit, and Olimar and the Pikmin must rush to collect Clocks to add more time as they race back to The Ship.

All For One

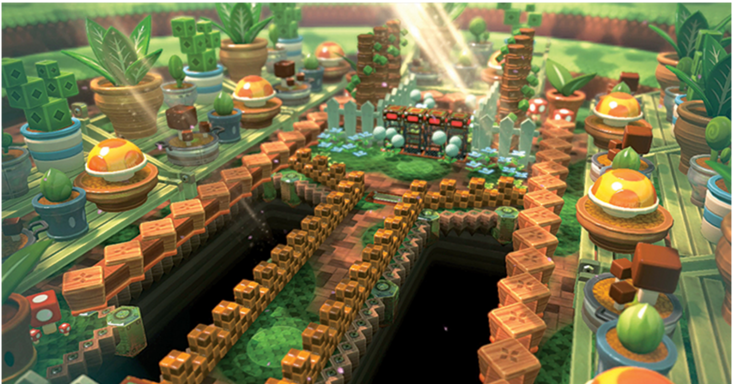
No matter how many players, the group shares a common pool of health—just three Hearts under normal circumstances—so teamwork is a must. Stay in constant communication with the rest of your team. Although the group can stray from each other a bit, it only takes some careless , wantdering exploration to encounter enemies that could chip away at that combined health pool, and health-restorative hearts aren't especially plentiful on this world. There is, however, talk of a Big Heart that can not only refill the life gauge, but actually double it. Work as a group to overcome each Challenge!

Icon	Name	Conditions
	Eyes of the Bulblord	Destroy the Bulblord's Eyes during his boss fight.
	AI Mii Protector	Clear a Challenge stage without your AI-controlled ally taking any damage.
	First Mastery	Master your first Challenge stage.
	Great Explorer	Clear all Challenge stages.
	Master Explorer	Earn Master Completion on all Challenge stages (finish within time limit and lose no hearts).

1. Bulborb Forest

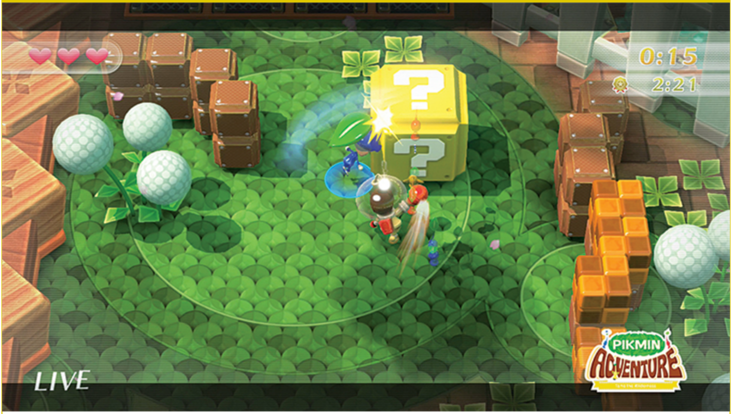
Mastery Requirement: Eascape within 2:20 without taking damage.

Your first challenge is to explore the vast garden terrain of the Bulborb Forest, an area rich with new experiences. Let this be your introduction to playing as Captain Olimar (or a Pikmin) as you assume the mantle of leadership and search for The Ship and escape!



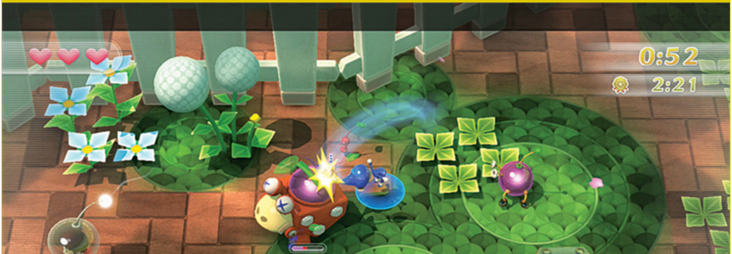
Begin by getting to know your surroundings. Any blocks that have a light checkerboard pattern can be destroyed by launching a Pikmin at them or with a physical melee attack from Olimar or a Mii Pikmin. After getting a feel for how block-breaking and general movement work, head north to discover a strange sight.

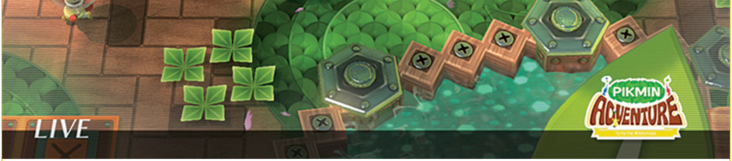
Wait, There's WHAT Inside?



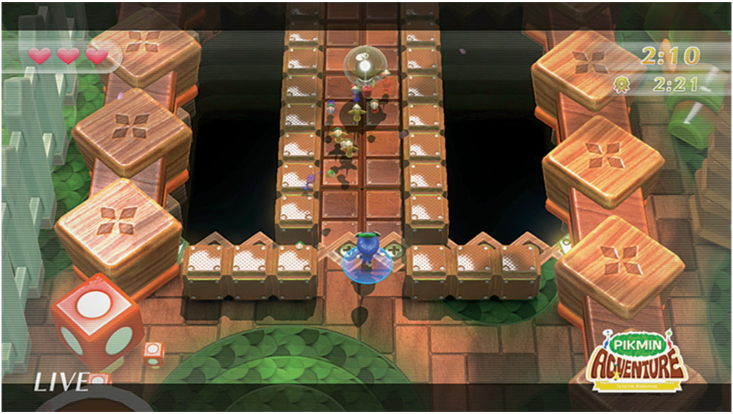
Behold, the almighty ?Block! Inside this gigantic version of one of the most valuable resources in *Pikmin Adventure* waits untold prizes. Normal-sized ?Blocks usually contain basic spoils—stuff like Nectar (more on that in a moment)—but giant-sized ?Blocks usually hold the most valuable of all treasures. They could have power-ups, extra Hearts, or tons of that Nectar stuff. Well, don't waste any time, go ahead and break it up by tapping on it! Inside is—oh, a single blob of Nectar. No matter, that gorgeous orange goodness is the key to making your Pikmin bigger and stronger. Nectar is everywhere; it is dropped by enemies when they are defeated, is held captive in many ?Blocks, both big and small, appears rarely inside normal breakable blocks, and can be scooped up independently by either Olimar (to nourish all of his Pikmin) or the AI Mii Pikmin (or any other players controlling Mii Pikmin, of course). Greed will only lead to problems down the line, so remember: Sharing is caring!

An Enemy Draws Near!



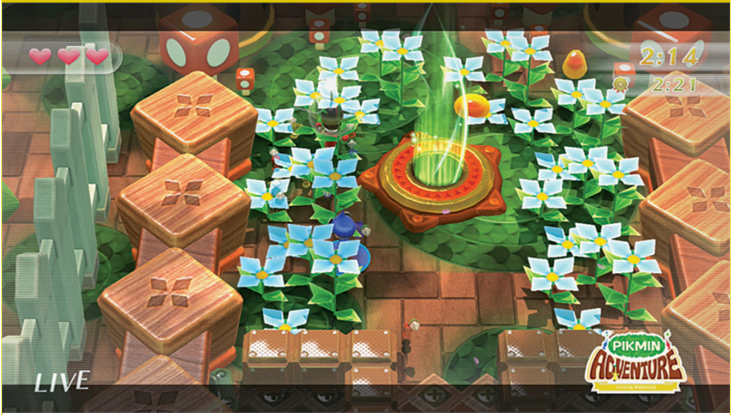


Head north after breaking the giant ?Block, toward a set of breakable blocks and your first encounter: a Dwarf Bulborb (among other threats) is dropped from a UFO that is being piloted by someone that looks an awful lot like Monita—or would, if not for that interesting jester's hat. Pay close attention to the purple orb on the creature's back. It's his weak spot, and it's the only way to best the creature before it can attack Olimar and the Pikmin. Tap on the orb when in range to crack it and overcome the minor threat, then collect the Nectar spoils that are released before moving on.



Along with the more imposing Dwarf Bulborb are a couple of Creepy Beebs, which are more or less all weak spot. Just hit them with a few Pikmin, scoop up any dropped spoils, and head northeast. Move along the white picket fence line, defeating the remaining Creepy Beebs to reveal a huge ?Block, and inside it, a rich bounty of Nectar. Head north to discover a pile of breakable blocks that can be worn away with plenty of furious tapping on the GamePad touch screen. After a bit of Pikmin-assisted clearing, a few smaller ?Blocks are available for smashing and goodie collection. Make sure to grab the Nectar inside, then continue northward to discover yet another ?Block that is barring the way. When it's destroyed, a bridge appears and grants access to areas beyond.

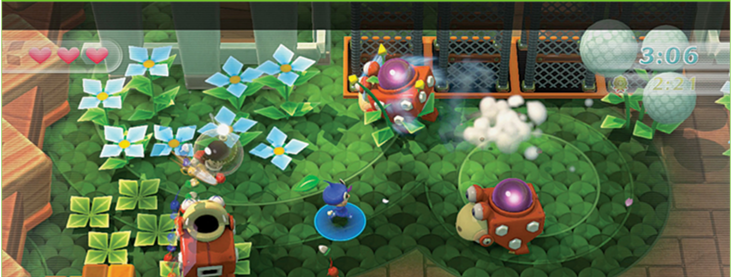
Hidden Treasures

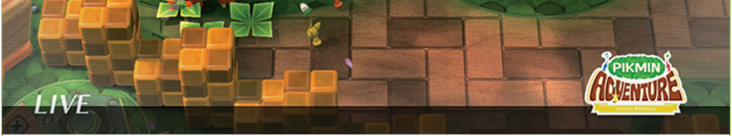


The various patches of plant life in this garden world aren't there just to make things pretty. They can hide some valuable pick-ups like Nectar and Coins, too! By simply running through the tall white petals of the flowers surrounding the pulsing energy of the Gate that leads to the next area, Olimar and the Pikmin automatically reveal any hidden Nectar, which pops out for easy harvesting. Who says it doesn't pay to take the path less traveled? Prove it by scooping up all the valuable goodies before jumping into the Gate to see what's ahead.

After a quick camera flyby that shows a bridge littered with enemies, it's time for Olimar to set to work. Head west to tromp around among the nearby flowers if Nectar is desired, then break the giant ?Block to the east and get ready to confront a speedy Dwarf Bulborb capable of dashing its way through a Pikmin crowd. Attack its weak point to lower the nearby blocks. Don't forget to search the flowers to the east before stepping on the bridge for a few hidden bits of Nectar! Then move to the bridge itself, which is populated by plenty of Creepy Beebs. Stride across the bridge and confront the incoming threats, but prepare for a quartet of Bulborb threats on the other side.

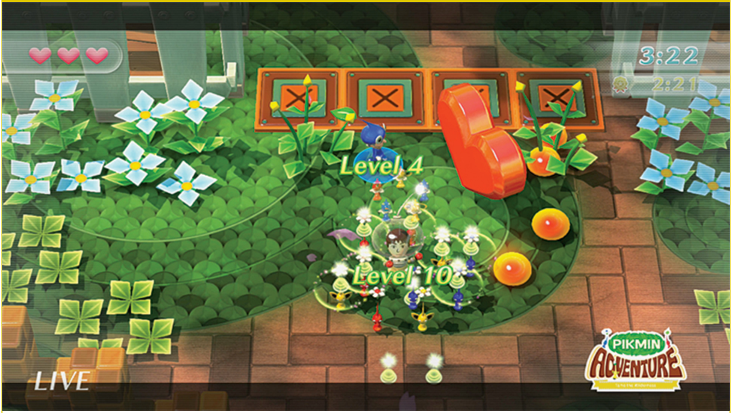
A Speedy Escape





One of the most powerful moves Olimar (and by extension, your Mii) has at his disposal, the dodge is accomplished by sliding a finger or the stylus across the GamePad touch screen with a flick in any direction. Olimar jumps and flips in that direction, avoiding enemy impacts that might have otherwise hurt him. It takes a little bit of practice to get the timing down, but this Bulborb brawl is the perfect place to test the dodge out to avoid their charges, and it will become invaluable in the levels to come.

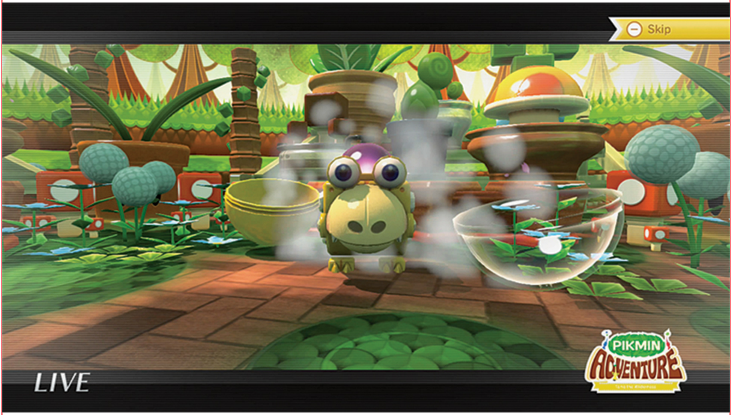
Have a Heart—Or Six!

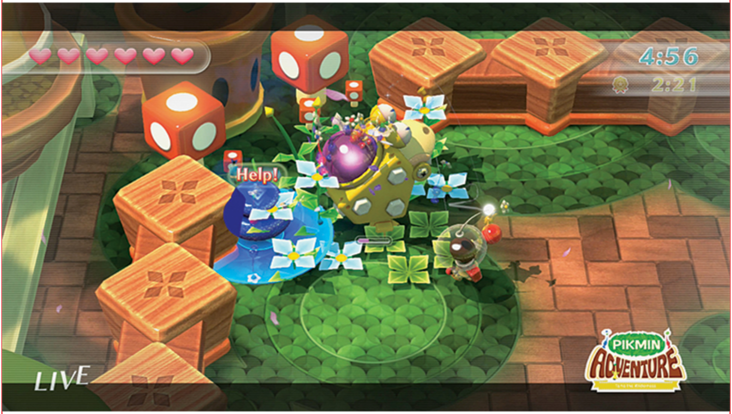


When all four Bulborbs have been trounced, bash away at the giant ?Block that appears to contain one of the rarest and more powerful goodies Pikmin Adventure has to offer: a Big Heart. Scooping up this ultimate pick-me-up completely restores Olimar and the Mii Pikmin's life, then doubles it, giving a whopping six Hearts with which to do battle. Should you come across another Big Heart, don't hesitate to grab it; the bounty of health it bestows can be absolutely invaluable when confronting some of the most dangerous denizens of this strange world. Head north into the Gate to confront one of those dangers up-close.

Large Dwarf Dread

The Large Dwarf Bulborb that is dropped by that pesky UFO is certainly a sight to behold. Many times bigger than the Dwarf Bulborbs that you've fought previously (and who show up at regular intervals during this fight), this yellow-bellied threat has the dangerous ability to knock the Mii Pikmin or Olimar up into the air and then swallow them, thereby spitting out the character as—well, there's no easy way to say this—brightly colored Bulborb Dropping. This is, after all, nature, and sometimes nature isn't pretty. Thankfully, a few attacks from ally Pikmin (or a good wallop from Olimar himself) frees the captive and lets them get back into the fight. Continue to smash away at this yellow threat just as you would any other Bulborb and kiss this challenge good-bye.





As this is the first level, those looking to bag the AI Mii Protector Stamp can do it easily on this level (alternatively, the Timed Challenge of Mission 3 offers an even easier chance). Just keep the little blue guy away from the Large Dwarf Bulborb's mouth by recalling him and all the other Pikmin by tapping the whistle icon on the GamePad touch screen or by tapping the ZL or ZR Button, depending on what hand you're using for control. Down this overgrown threat and step into the lift near The Ship to end the level and go home a champion.

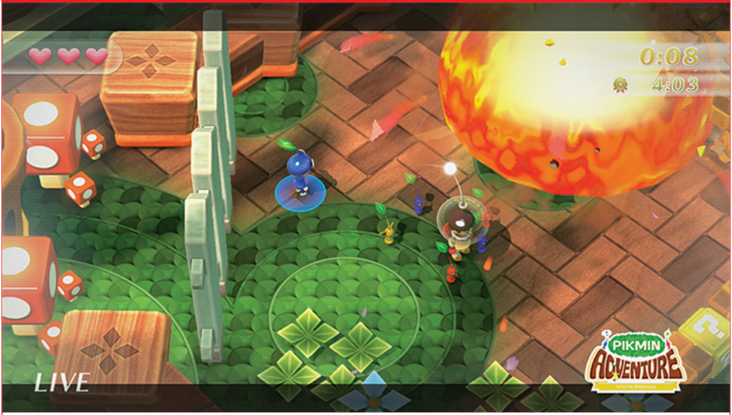
4:56
2:21
Help!
LIVE
PIKMIN
ADVENTURE

2. Boss of the Beebs

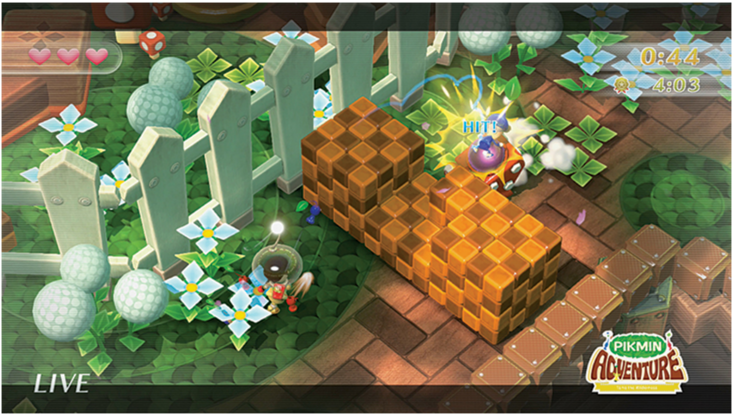
Mastery Requirement: Escape within 3:35 without taking damage.

Feeling confident after that Large Dwarf Bulborb fight? Great, because it's time to take on a much bigger—and badder—threat. King Beeb isn't nearly as much of a pushover, but he does present an opportunity to discover new threats and rewards, plus this area is great for exploration. Who doesn't want to do a little exploring from time to time?

Explosive Artillery

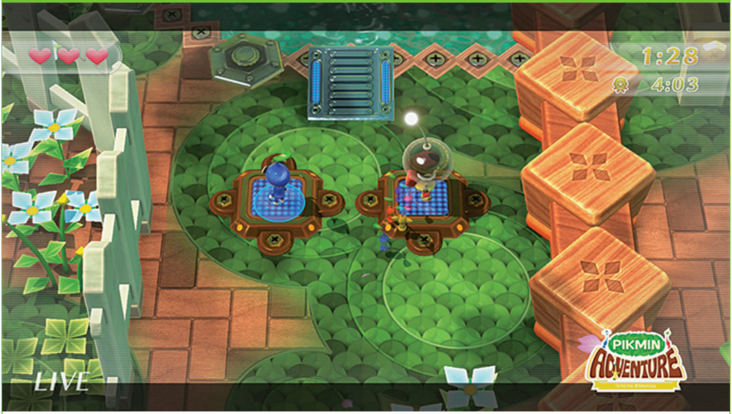


The ?Blocks to the northwest and southeast hold a highly useful gift: a Bomb. Invaluable for clearing multiple blocks at one time or felling a handful of enemies in one satisfying explosion, Bombs can be picked up by simply standing near them (if playing as Olimar) and tapping the touch screen, or by pressing the 1 Button (while playing as a Mii Pikmin), and are thrown by pressing the 1 Button or tapping a target. Give it a go against the large group of blocks to the northeast, but be wary of the most important lesson Bombs have to teach: That blast radius is nothing to be trifled with, and as soon as a bomb is thrown, it's best to beat a hasty retreat lest you meet the same fate as your intended targets.

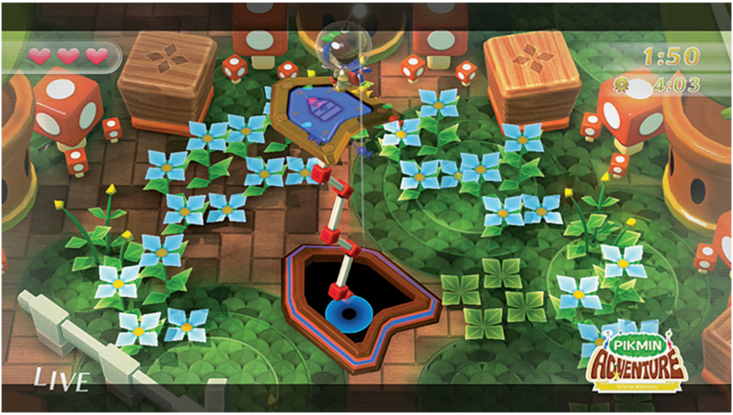


Don't miss the ?Block to the east before heading northeast through the blocks that used to impede progress before your Bombs made short work of them. A Bulborb waits just past more blocks, so be careful when destroying the checkerboard cubes. Remove them slowly, one at a time, until there's a small channel wide enough for your Pikmin to travel back from to be thrown again. Alternatively, recalling all the Pikmin lets you restock even without having to create a direct path, providing further insurance against the Bulborb's slow but steady destruction of the blocks on the other side.

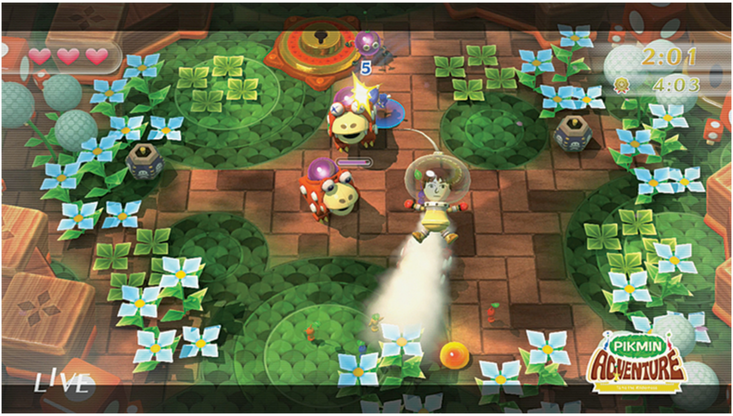
A Richness of Switches



Continue onward after defeating this minor enemy, and double back to the southwest corner of the large pit to grab another Coin from the ?Block nearby. Then head east to discover a curious sight: A pair of Step Switches wait for some weight, namely Olimar and the Mii Pikmin. When both Step Switches have been activated, they shift from red to blue and allow a bridge over the nearby water to flip into existence. Handy!

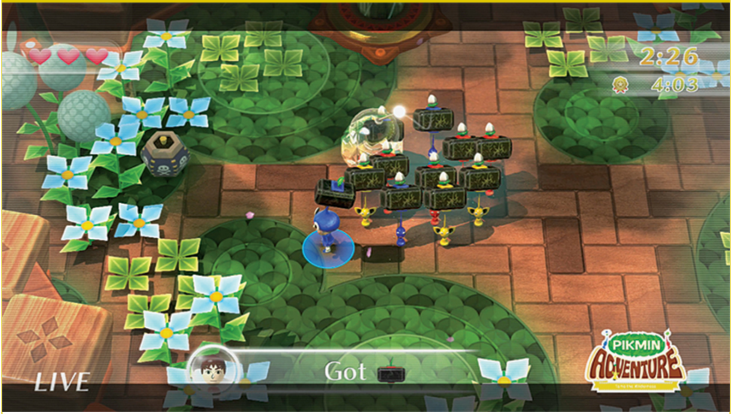


On the other side of the bridge waits another new discovery: a Jump Switch. These marvelous mechanisms hurl Olimar and company over barriers like fences into new parts of the world, but only after he has gathered all the Pikmin with the whistle icon or ZL or ZR Button. With a tweet of the whistle and the first steps onto the Jump Switch, the entire group goes airborne and lands right next to a Bomb. Curious ...

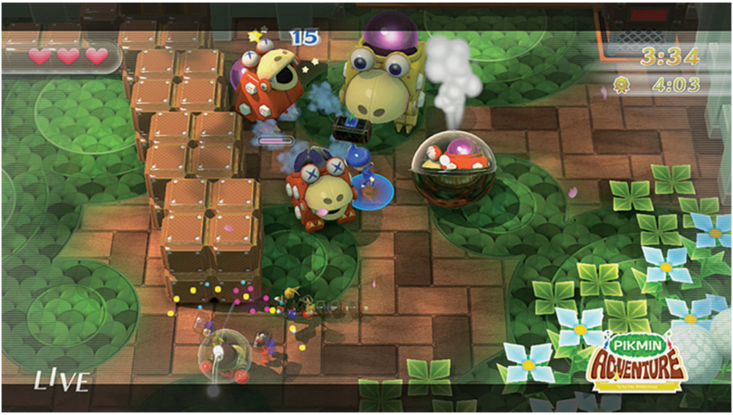


The reason for the Bomb—and a few more like it scattered around this small arena—quickly becomes apparent when a group of Capsules containing Bulborbs and Creepy Beebs drop in. Scurry around the arena, lobbing Bombs toward the chasing enemies, but don't forget about Olimar's ability to dodge if the threats draw too close. When dashing, the Bulborbs have the ability to knock Olimar up into the air and damage him.

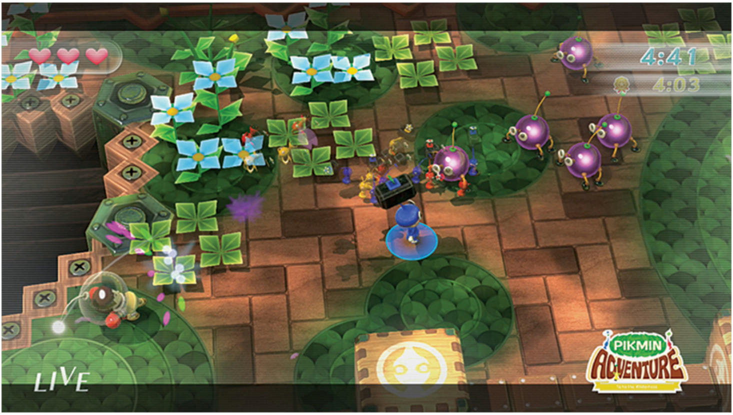
Hard-Headed



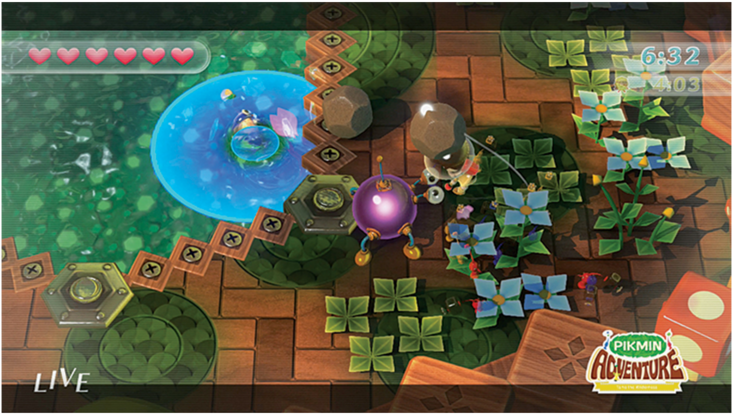
The large ?Block that appears after you prevail in this little battle holds inside it a new way to tussle in the form of Hammer Seeds. Hammer Seeds transform Olimar's Pikmin into hard-hitting, sledgehammer-headed attackers. They also allow for an extra hit without taking direct damage (though the Hammer Seed's effects are sacrificed to absorb the hit). Now, depending on who picks up the Hammer Seeds, the results are slightly different. When Olimar picks one up, all of his smaller Pikmin gain the ability to attack by being launched as a group rather than one at a time (though they won't stay on top of an enemy like they ordinarily would). When a Mii Pikmin nabs one of the Seeds, they're the only one to gain the ability to leaf attack enemies at range (though, when thrown, the attack is the same as for smaller Pikmin) as well as a charge attack in the form of a rapid-fire series of strikes that trade a small measure of control until the strikes have finished, so think carefully before rushing out to grab the power-up.



Head into the nearby Gate and proceed northward until the UFO drops a few Capsules containing more Bulborbs. It's time to do a little Hammer Seed-assisted stomping! Tackle the blocks to the north first, working your way to the east to reveal a layer of unbreakable blocks at the base. This is your safe zone, the place you can fall back to if things get tough. Remember, too, that a dodge makes Olimar jump a bit, so you can literally dodge onto the unbreakable blocks and then attack from that perch. The breakable blocks eventually continue all the way to their base. Smashing the southmost ones will not only allow your Pikmin through, but the enemies as well, so it may be a good idea to hop up onto those blocks and deal with the threats from there. Among the dangers is one of the same Large Dwarf Bulborbs you fought at the end of the last challenge, so stay on your toes. After a minute or two of hectic fighting, Olimar and his Pikmin can finally continue northward—but not before harvesting the innards of that giant ?Block, of course.

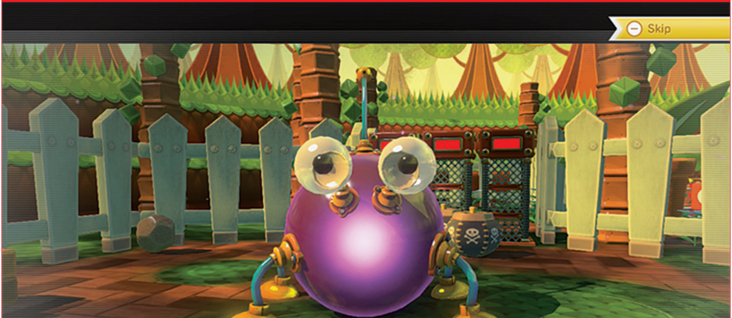


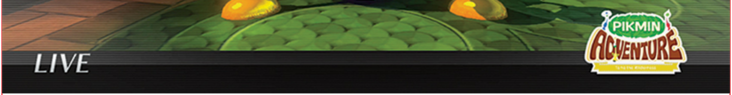
Continue northward. Immediately to the east is a new kind of block, giant like the ?Blocks and fitted with a Pikmin symbol on each of its faces. These can be destroyed with normal attacks to uncover the contents inside, but don't get too distracted by this. A flurry of Capsules containing Creepy Beebs drop in as you explore the nearby area. Defeating all of them reveals a giant ?Block and unlocks the Gate to the next area.



A nearby giant ?Block holds one of those Big Hearts that are so very handy. In the southwest corner of this little area is a normal ?Block that can be busted open for a Coin. Gather your Pikmin and hop onto the Jump Switch to be ejected into an area with a bunch of Bulborbs—a trivial matter with Hammer Seed-equipped Pikmin. Deal with the enemies, scoop up the contents of the big ?Block that appears after they're gone, and then hop aboard another Jump Switch to land in a new, watery area filled with two explosive Bombardier Beebs and a whole lot of Rocks. Like Bombs, Rocks can be picked up and thrown to cause massive damage to any targets they hit. Use them to wipe out the Bombardier Beeb threat, then get ready for one final Jump Switch hop.

King Dumb Come

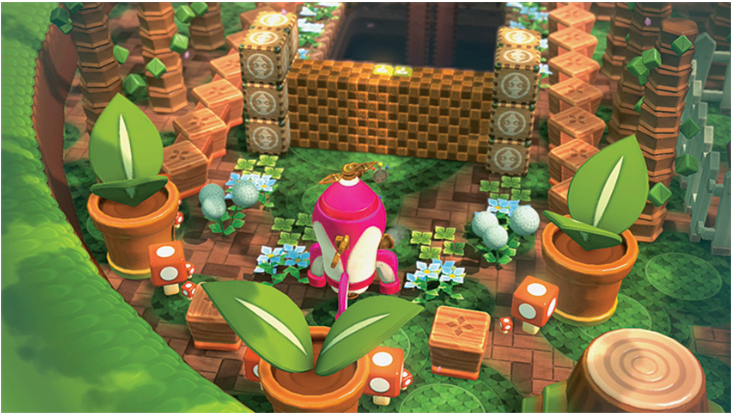




The King Beeb dropped into this area from the UFO looks imposing, but in truth he's just an overgrown version of the same little guys you've been fighting for a while now. His most dangerous method of attack involves rolling around for quite a few seconds in random directions, and it's kicked off by a telltale eerie glowing from the inside. Simply avoid his roly-poly ways until the glow fades, then capitalize on the abundance of nearby Bombs (or unleash your Pikmin to smash against his exposed belly) to quickly overcome this boss. Note that it's usually a not good idea to try to hit King Beeb with bombs while he's rolling around because he has the annoying habit of rolling away from the blast radius, and you or your Mii Pikmin can get caught in that blast if you're trying to avoid the rolling attacks. Unless you're going for the Mastery time for this challenge, it's simply a matter of waiting out the rolling attacks and then dispensing some explosive counters of your own. Alternatively, by allowing King Beeb to roll into a player, the bulbous boss will flip into his back, exposing his weak belly. If a Hammer Seed is still in effect, the player will take no damage (though they will lose the Seed's effects, obviously), and get the chance to quickly overwhelm the boss with attacks to his weak spot. Scoop up the goodies when King Beeb meets his end, then head to The Ship to blast up and away.

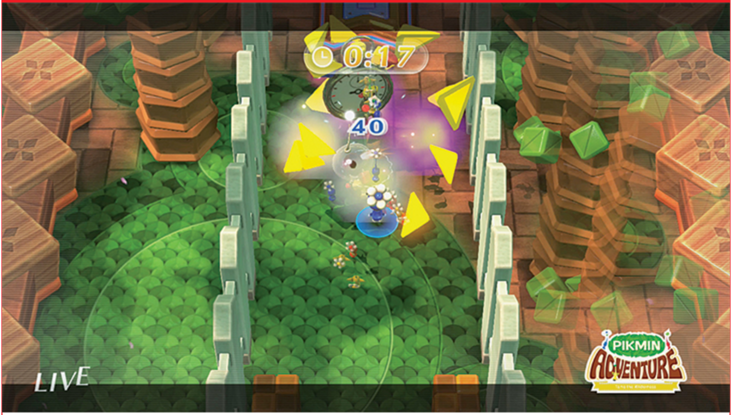
3. Five Seconds to Takeoff

Mastery Requirement: Escape within 1:15 without taking damage.

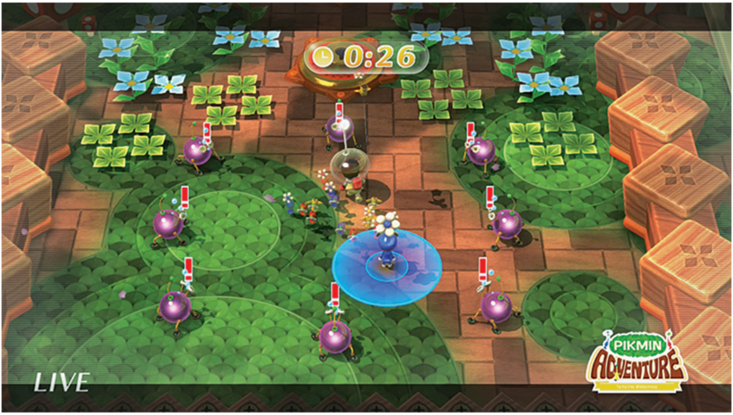


Welcome to your first Timed Challenge. Unlike other levels, the real enemy here is the clock, which is forever ticking down. If it hits zero, it's game over, so get hopping!

Time Ain't On My Side

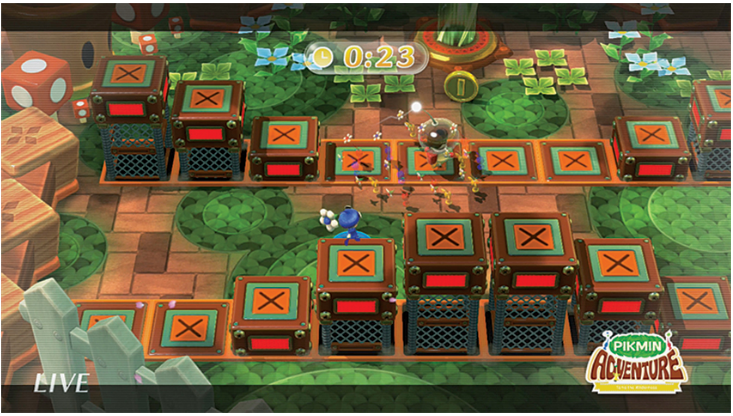


Timed Challenges can be maddening, but they needn't be the end of your adventure. Keep in mind a few basic rules and you'll have a much easier time scooting through the levels to the end goal. First off, health isn't really an issue here. You can't be defeated with physical attacks, only by the clock dwindling to nothing, so pour on the attacks while staying on the move. Secondly, attacking enemies should only be attempted when they bar your way or you have a few seconds to spare—though thankfully in Timed Challenges, all players are at max level and can make short work of them. Most enemies defeated in Timed Challenges will cough up a few Clocks to add some seconds to the clock, but it's a constant balance between available time and getting to the next part of the challenge. Sometimes you'll have to fight to unlock a Gate or Jump Switch, but generally speaking it's best to avoid small encounters and press on. Practice is the only way to know for sure, so don't be dismayed if your first (or second, or third!) attempt isn't a perfect success.

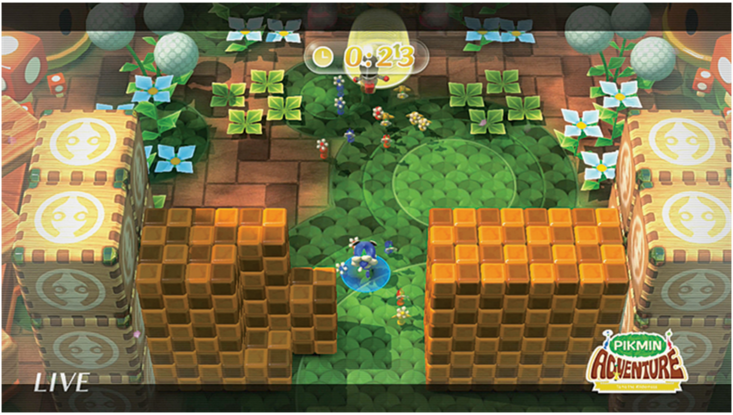


Right from the get-go, it's time to make a break to the north. Smash through the wall of blocks until there's room to squeeze through, then recall your Pikmin before hopping on the Jump Switch. This is actually a go-to technique for all Timed Challenges

—by pulling all the Pikmin to Olimar, they're all ready to be jettisoned the second Olimar's foot touches the Jump Switch. Upon landing, a gathering of eight Creepy Beebs attempts to slow your progress. These threats must be eliminated to unlock the Gate to the north, so unleash any and all attacks to wipe out the Beeb threat, grab the giant Clock (worth a generous 10 extra seconds for the clock), and head into the Gate.



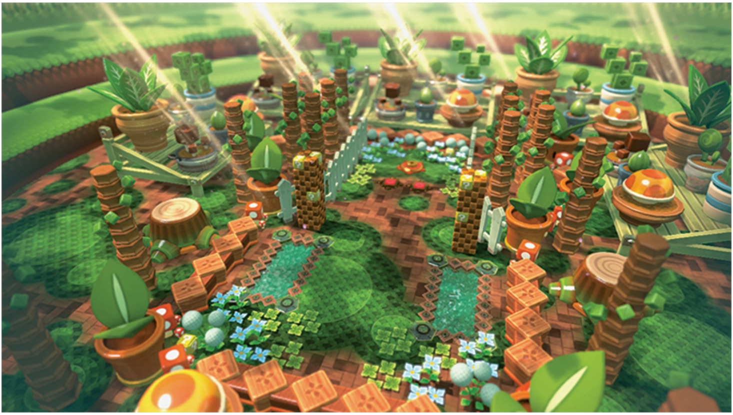
Olimar and company aren't the only ones to drop into this smallish arena. Multiple volleys of Capsules containing more Creepy Beebs drop in with some regularity until you've defeated enough to lower the barrier to the north. Thankfully, these Creepy Beebs also cough up a few Clocks upon defeat, so be sure to scoop up the spoils before pressing on through a series of undulating barriers. Pay attention to direction the "wave" is traveling and try to lead the depression enough to slip by and move to a Coin right in front of another Gate.



Once through the gate, quickly gather the Pikmin, grab the giant Clock and step onto the Jump Switch to be catapulted into an enclosed area with a Bulborb. Relentlessly attack the critter. After scooping up the Clocks he drops, gather all Pikmin for the newly activated Jump Switch and get ready for another airborne trip through a series of small areas, each having its own Jump Switch (including one containing a large ?Block that holds an equally sizeable Clock. After a couple of bounces, the group lands next to a set of Step Switches. Touching these with the Mii Pikmin and Olimar reveals a bridge across the large chasm to the north that is dotted with a few Beebs. Mow through the enemies and push northward to a large wall of blocks. All that separates you from the end goal is this minor inconvenience, so smash away and step into the lift to blast off!

4. Overthrow the Bulblord

Mastery Requirement: Escape within 1:45 without taking damage.

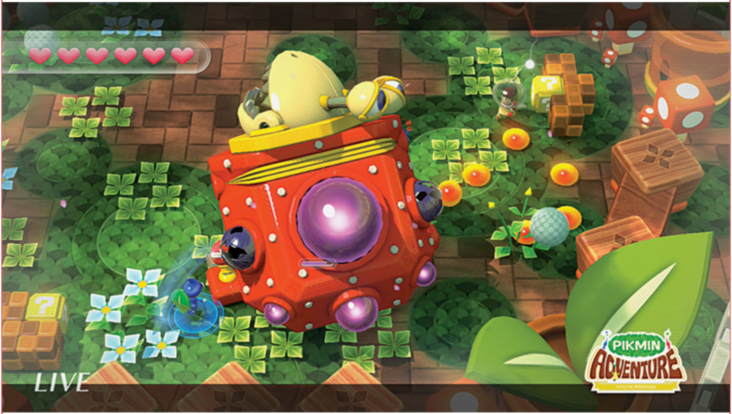


Ready for your first real challenge? The master of this domain, the Bulblord, is ready and waiting for any challengers that might seek to pass through his domain. This is going to take some steady hands and quick reflexes.

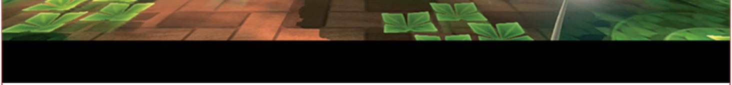
Before charging off to the north to hop on the waiting Step Switches, do a little exploration; there's a ?Block to the southwest with a Coin inside, and the two towers on the right and left of the main path contain not only ?Blocks with Nectar inside, but also the breakable blocks that make up the tower contain trace blobs of Nectar for some early leveling up. The huge ?Block sitting dead center before the Step Switches holds a Big Heart—a sign of the challenge to come. Nab it, hit the Step Switches, and don't miss another coin-holding ?Block to the northeast of the Gate. Steel yourself and jump into the Gate to confront the Bulblord.

Jeepers Peepers

The Bulblord is nothing if not huge, but players with a good memory will remember a Stamp specifically mentioning the Bulblord's eyes. Take out the eyes during this fight for a Stamp (and more Coins for the Coin Game), but keep this general strategy in mind, too.



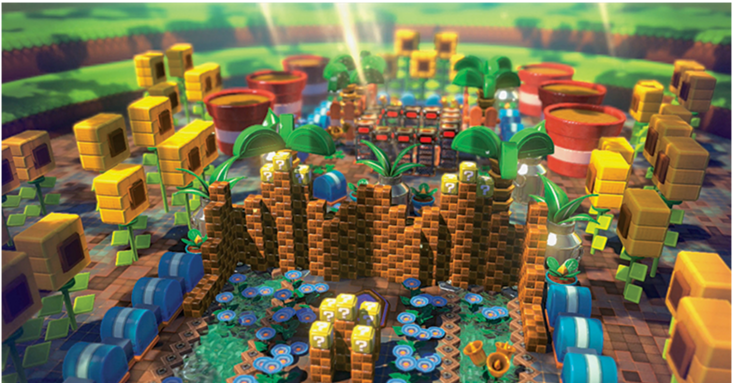
Thanks to all those purple weak spots all around the big oaf's backside and sides, it's not hard to figure out what the first phase of this fight is all about. Attack those purple orbs to build up damage, but keep an eye out for the Bulblord's rolling attack. When the weak spots retract into his body and his feet tuck in, stay away from his sides, as he'll roll quickly to his right or left. With each weak spot that is destroyed, Nectar spills out onto the ground. Be very careful running to grab these, for if they happen to push your Pikmin up to Level 5 or Level 10, the resulting upgrade animation can leave Olimar and the Pikmin right in the path of the rolling attack when the animation finishes. Repeat the guerrilla tactics, zipping into make contact with the weak spots while avoiding any bites and sideways rolls.



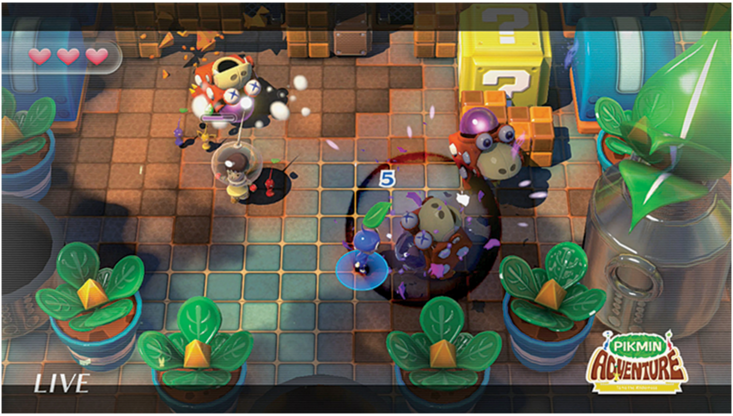
Eventually, even the mighty purple orb on the Bulblord's back will crack, and two more weak spots on the beast's knees are revealed. Concentrate on taking them out while avoiding a new kind of stomp-and-chomp attack that the Bulblord will attempt whenever a target is near his mouth. The sideways rolls are still a danger too, so stay mobile. Eventually, one of the knees orbs shatters and the critter rolls over onto his back, revealing the ultimate weak spot on his belly. Pound it into oblivion to end this fight (recalling and throwing the Mii Pikmin onto the Bulblord's belly is very handy here), then scoop up the Coins that are dropped and step into the lift to return home.

5. Cannon Smash

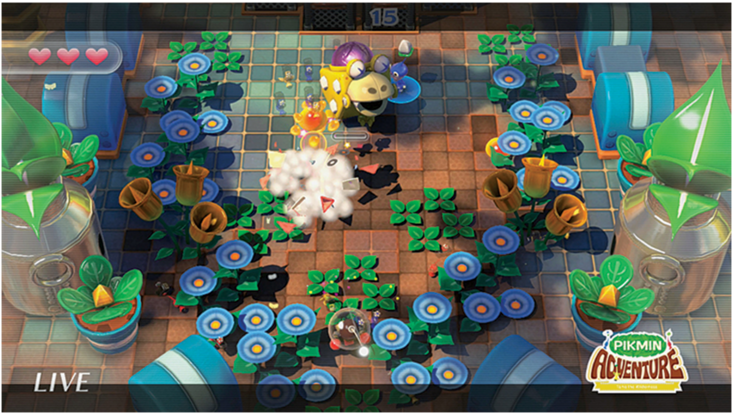
Mastery Requirement: Escape within 3:35 without taking damage.



With the Bulblord out of the picture (at least for now), it's time to explore a new set of locales. There are more impediments going forward, including quite a few more breakable blocks, so get that tapping hand ready for some serious stylus use.

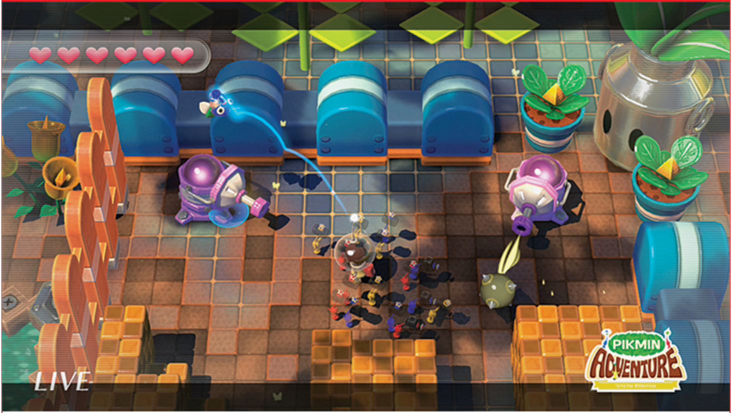


The first area contains only a smattering of new types of plant life and a Jump Switch. Gather your Pikmin and take a little ride. You land in an enclosed space with a couple of huge ?Blocks. After destroying one of the big ?Blocks, a barrage of Capsules containing Dwarf Bulborbs and Swift DwarfBulborbs drop into this smallish arena. Be sure to grab the power-ups from the big ?Blocks and move swiftly to avoid the incoming attacks. When all the enemies have been cleared, yet another giant ?Block appears to offer more rewards for successful combat. Clear out the rest of the blocks (including a few smaller ?Blocks) before heading north to a Jump Switch that throws the group into a narrow corridor packed with large blocks just begging to be destroyed.



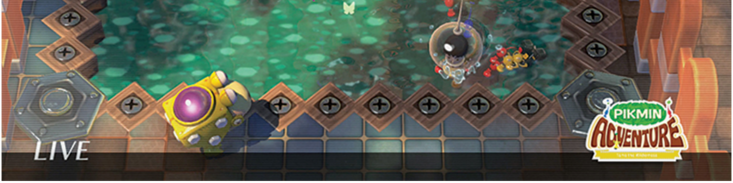
Fulfill the blocks' purpose, then hop on another Jump Switch to square off against a slumbering Large Dwarf Bulborb and his smaller friends. This fight is a little easier than the previous encounter simply because there's more room, but don't underestimate the Large Dwarf Bulborb's reach when it tries to gobble up Olimar or the Mii Pikmin. Dodge as needed to avoid dashing attacks and clear out this threat before it can cause too much damage. A large ?Block offers a Big Heart as reward for overcoming this threat, and a Gate unlocks just past a set of barriers that lower to allow access to the next section of the world.

What A Pumphog

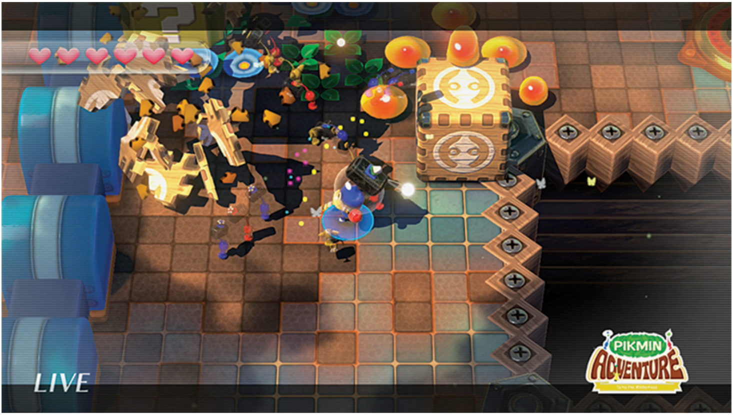


Don't be so hasty in smashing the three sets of blocks that greet the group as soon as they enter this area. Although they are tempting, the blocks actually provide a bit of cover from an identical pair of new threats just to the north. Telescoping Pumphogs rise up into the air and spit out fairly slow-moving Spike Balls that should be avoided at all costs. As they fire shots, the Pumphogs compress down to ground level, then rise again to reload, which is your cue to unleash as many Pikmin as possible. This must be attempted between Pumphog shots, and with two Pumphogs, it can be tough to sneak in without getting hit. Use the blocks for cover, then rush out and quickly hammer a Pumphog's weak point on top of its head before turning your attention to the next one. Be thankful for the blocks nearby; most Pumphog encounters aren't nearly so forgiving.

Once the twin threats have been eliminated, head south, back toward where Olimar and his allies first appeared in this area, grabbing the Hammer Seeds inside the large ?Block. Then gather everyone and use the Jump Switch to catapult into a new area.



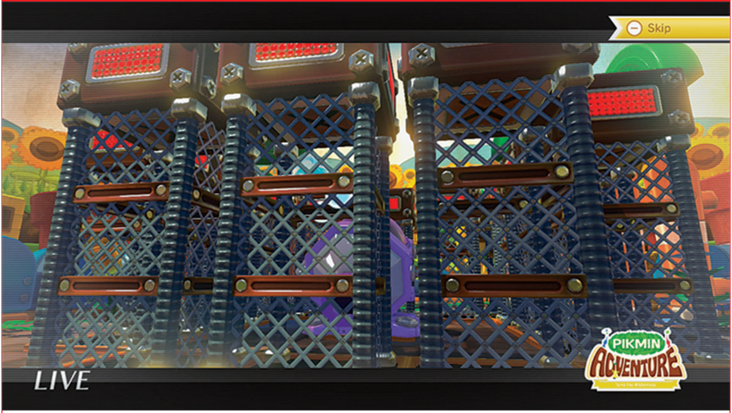
Bulborbs descend into this watery section, a mixture of normal red Dwarf Bulborbs and zippier yellow Swift Dwarf Dwarfs. Pound them into submission with some Hammer Seed-assisted strikes, then cross the pond and hop aboard the Jump Switch one more time.



After landing and heading south toward another giant ?Block containing another Hammer Seed, Olimar and company come across a large wall of blocks to bust through—which is nothing for Hammer Seed Pikmin, of course! Smash through them and continue west until the path forks northward. Smash through these blocks with some care. After you get through nearly all of them, a few Bulborbs will drop in to mess up everyone's fun. Deal with them to unlock the Gate farther to the north, then clear the rest of the blocks (including a pair of sizeable ?Blocks rich with Nectar) to expose a path to the Gate.

The Gate deposits Olimar and his Pikmin pals in front of a small group of ?Blocks atop a few checkerboard regular blocks. Smash them all to reveal some Nectar and a Hammer Seed (if needed), then gather everyone and climb aboard the Jump Switch to launch into the boss fight.

Pumphog Throwdown



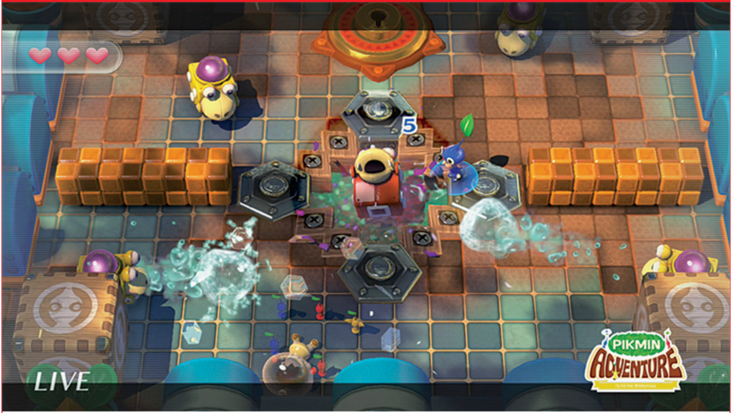
A much larger Telescoping Pumphog sleeps behind a set of barriers, but is roused from its slumber as the barriers slowly lower. This isn't much of a boss fight so long as Olimar remembers to stay clear of the Bombs the Pumphog spits out. To complicate things a little, a steady supply of Creepy Beebs drop into this smallish arena, but they shouldn't be much in the way of trouble so long as Olimar keeps moving. Attack the Pumphog like the ones you fought earlier: Go to town on that purple orb weak spot that's especially vulnerable when the creature collapses back down to ground level. Bear in mind that the Telescoping Pumphog's height when fully extended is too high to reach with attacks, and from time to time the creature will shrug off any attacking Pikmin standing on him, so stay active. After a light drubbing, he's toast, while Olimar and the Pikmin scoop up the Coins and hop aboard The Ship to complete another successful mission.

6. King Beeb is Back

Mastery Requirement: Escape within 4:35 without taking damage.

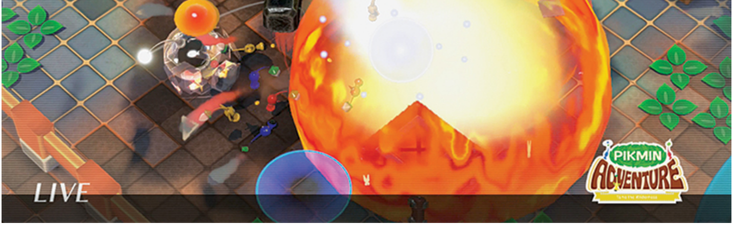
Well that didn't take long. Looks like the big bad Beeb from the second challenge isn't quite done with Olimar and the Pikmin, so strap in for another mini-boss fight.

Aqueous Solution



There's only one thing to do to all the various blocks sitting around in the starting area: Break 'em real good. Smash up the targets, making sure to grab the Hammer Seed that drops, and then head to the Jump Switch for a short ride. Be careful upon dropping into this area filled with a variety of slumbering Bulborbs. The yellow-tinted variety can spit out blobs of water that should be avoided. These blobs, if they make contact with Olimar or the Mii Pikmin, will encase them in a bubble that slows movement and removes the ability to attack. To free them, just like the Bulborb Droppings, a quick attack is needed, but if both players are encased in water, head for the small watery pool in the center of this area. Stepping into the liquid removes status effects like the water or Bulborb Droppings. Otherwise, this is a pretty standard Bulborb encounter, which is to say that after a few seconds, the only task left will be to smash all the nearby blocks before jumping into the Gate that unlocks when all the Bulborbs are defeated.

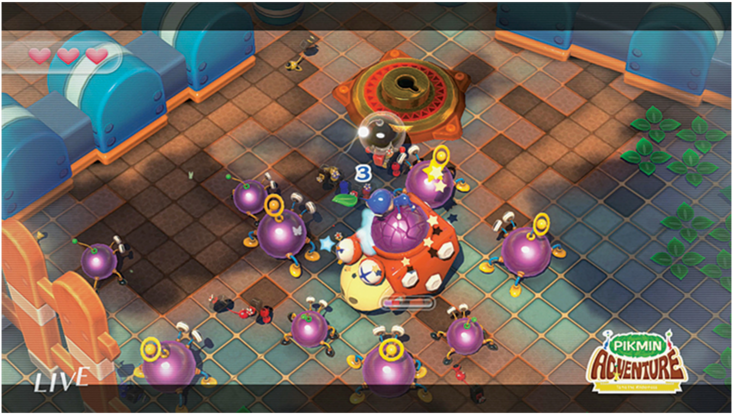
There's something very mysterious about that block marked with an X that all those Bulborbs are staring at, but before Olimar can discover what all the fuss is about, he must first deal with a pair of yellow Bulborbs in this small area. Taking them out activates the Jump Switch nearby, but don't miss the chance to grab a few ?Block spoils (like a Hammer Seed) before making the leap.



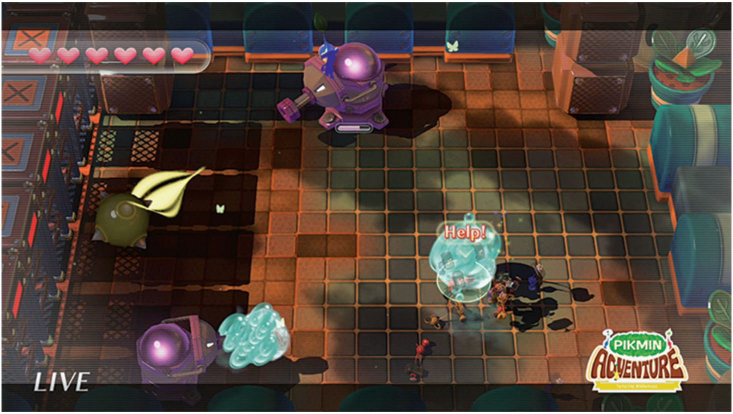
Three Bombs wait right near where Olimar and buddies land. Quickly grab one and lob it toward the group of Bulborbs to score some quick eliminations, but be careful to move away from the other Bombs after the first one is thrown to avoid being caught in a potential explosive chain reaction. If playing with friends, try to coordinate picking up and throwing the Bombs in unison, with one player throwing to the right and the other to the left (a third can be thrown in between if you're fortunate enough to have that many players). The combined explosive impact can wipe out all enemies at once. When all the Bulborbs are defeated, the reason for their curiosity becomes apparent: a trio of descending Telescoping Pumphogs. Deal with them the same way as before. Wait for them to rise before attacking with wild abandon—Hammer Seed attacks work great here because they fall straight down on their target. Clearing out this terrible trio reveals a large ?Block with plenty of Nectar and the Gate is unlocked for more exploration.

LIVE
PIKMIN
ADVENTURE

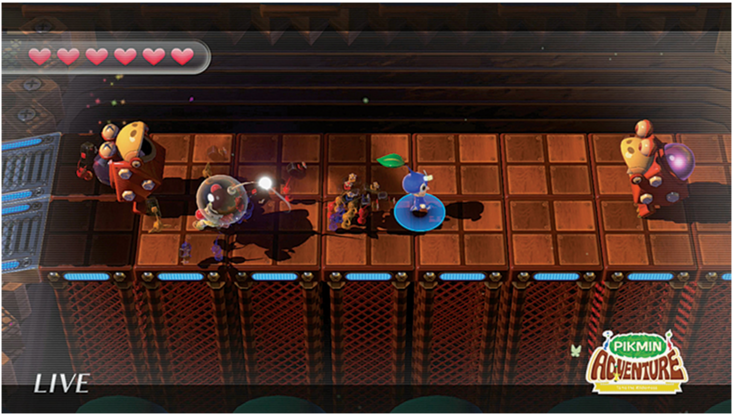
The Gate leads to a narrow corridor lined on either side by plenty of breakable blocks and a few Bombs. Put them to quick use against the Creepy Beebs and Bully Beebs that try to slow Olimar's advance, then get on yet another Jump Switch for a one-way hop over the fence and right into a pack of sleeping Swift Dwarf Bulborbs. Thankfully, the ?Blocks directly to the north have Bombs inside, so quick movement will allow Olimar to lob and detonate the bombsto severely damage the Bulborbs with them. Clear out any remaining threats to activate another Jump Switch, but bag the Coin in the ?Block to the northeast of the Switch before moving on.



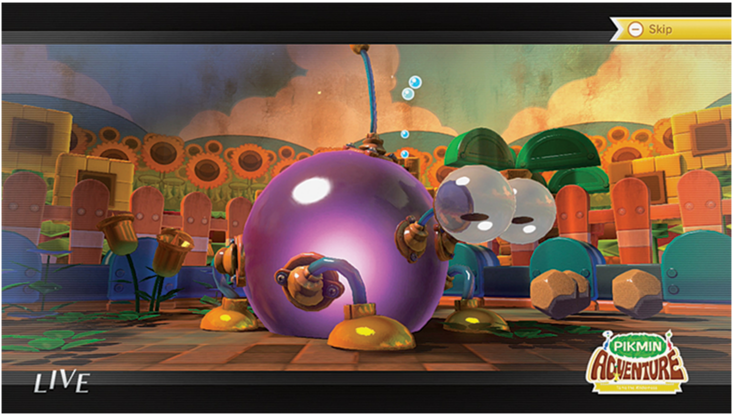
The destination for that last Jump Switch is a narrow path with quite a few Rocks laying around. Use them to take out the Bulborb and Creepy Beebs running around nearby, then grab another before heading north and lob it as soon as you see the Telescoping Pumphog to score a quick win and unlock another Jump Switch. This jump is just a little leap over the nearby fence, and you land right next to a Dwarf Bulborb. He's not too much trouble, but the 10 or so Bully Beebs and Creepy Beebs that drop in near him might be if you're not fast enough. Make use of Olimar's dodge as needed to avoid the crowd and take out these threats to reveal a giant ?Block (containing a Big Heart) and the unlocked Gate.



Be careful when attacking the mass of blocks to the north, as they contain valuable Nectar and a Hammer Seed that will come in handy in the areas to come. Hop on the Jump Switch, then scoot through the next area to find another Jump Switch that catapults you right into the midst of three Telescoping Pumphogs, two of which fire blobs of water in addition to their normal Spike Ball attacks and a handful of Creepy Beebs.



Once the Pumphogs and Beebs are gone, the barriers to the west drop, revealing a bridge. As soon as Olimar reaches the far end, though, a pair of Dwarf Bulborbs appear, one at each side of the bridge in an attempt to box the group in. Quickly deal with the nearest threat before getting ready to dodge backward, should the other Bulborb dash attack. Once both Bulborbs are gone, the barriers to the west lower to reveal—wait, why isn't that Jump Switch on yet? Ah, right, the UFO dropping Dwarf Bulborbs (including a few Large versions) and Swift Dwarf Bulborbs might be the culprit. Concentrate your attacks on one target at a time to make short work of these threats, grab the contents of the giant ?Block, then hop aboard the now-active Jump Switch to be thrown into a small area with a small ?Block containing a Hammer Seed and a waiting Gate. Step into the Gate to meet King Beeb again.

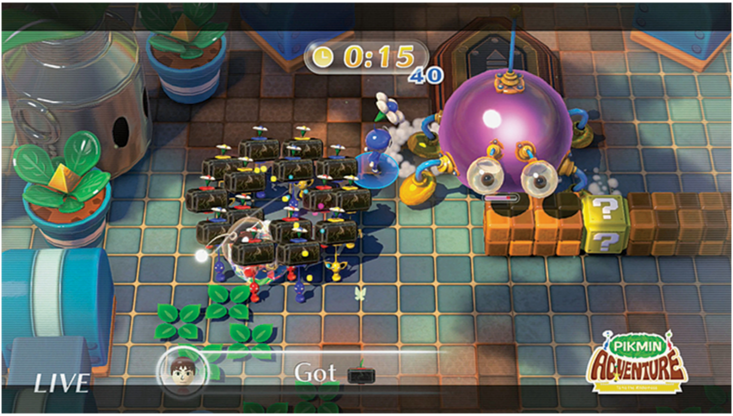


It appears the big guy is slumbering away peacefully as you arrive but wakes in a fury soon after—all the more reason to quickly grab a Rock and toss it at the bulbous threat before he can start rolling all over the place. What complicates this fight is the appearance of a few Telescoping Pumphogs around the edges of the level—they just love shooting those little water balls to hamper operations. Concentrate on clearing out the Pumphogs first to minimize random crossfire, then tackle King Beeb the same way as before. Avoid his rolling attacks (Rocks can help slightly slow or even stun King Beeb, but they aren't a guarantee, so be ready to dodge as needed), then unleash the full fury of your Pikmin on his exposed belly to end this conflict.

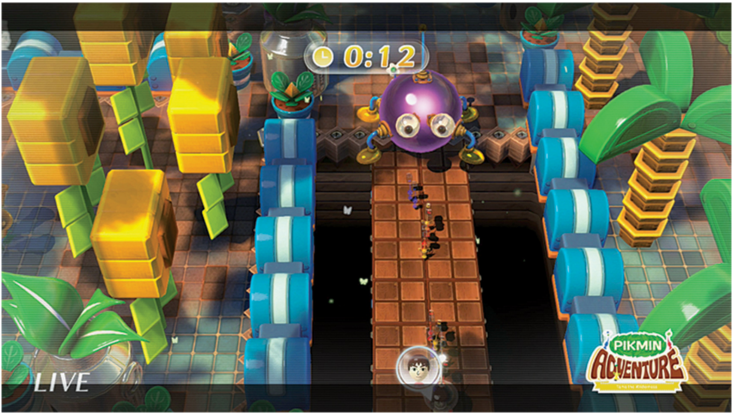
7. Through the Darkness

Mastery Requirement: Escape within 1:40 without taking damage.

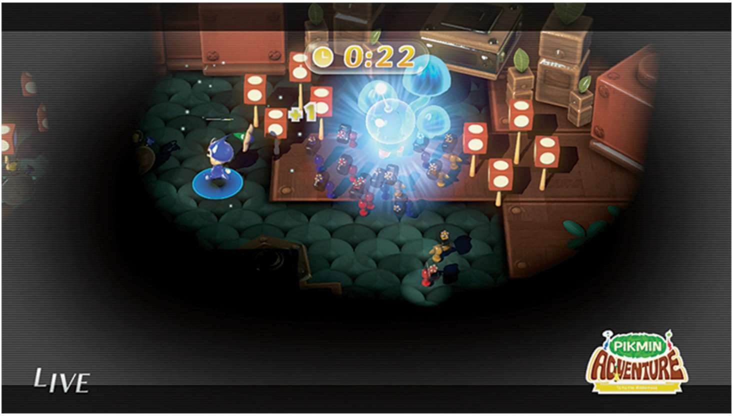
Up to this point, every Gate has simply flung Olimar up into the air, landing him and his Pikmin cohorts in some new above-ground locale. For the first time, Olimar must travel along a decidedly subterranean path. Plenty of things can hide in the dark, so be ready for anything. Oh, and did we forget to mention it's a Timed Challenge? There's that, too.



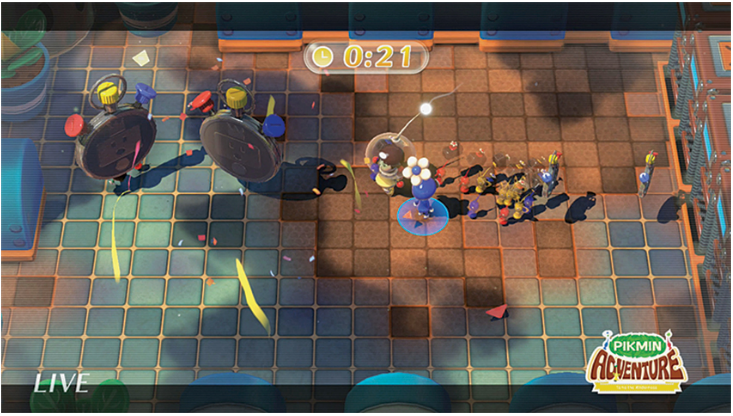
There's no time to waste as Olimar and his Pikmin allies must push northward toward an inactivated Jump Switch. Quickly move toward the right ?Block to grab a Bomb and lob it near the Jump Switch, as another appearance by King Beeb explains why the Bomb inside the Block is so valuable. It's also possible to make use of the Hammer Seed inside the other ?Block, but speed here is key. Scoop up the Clocks left after you destroy the large target, gather the Pikmin, and hop onto the Jump Switch.



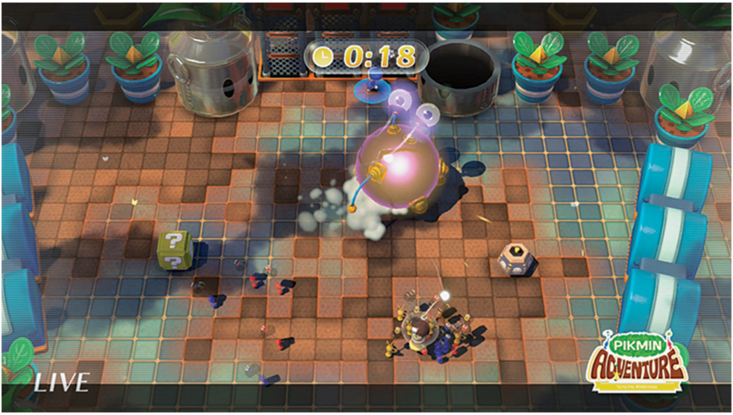
The Jump Switch gifts a one-way flight into a new area with a path that winds north for a bit before turning east. Ignore the Bully Beebs that drop nearby here and beat a straight path toward the giant ?Block to harvest the Clocks inside. Then move south along the path, ignoring the Telescoping Pumphog and putting some pressure on the Step Switch nearby. The Step Switch raises a thin bridge. The second Olimar starts to cross it, a King Beeb crashes the party. Race south across the bridge and activate another Step Switch to retract the bridge and send the King Beeb tumbling to his doom before heading west to a waiting Gate.



This gate, as mentioned at the start of this Challenge, leads underground to a dark and dangerous set of tunnels. Your ally on these darkened dashes is the humble Glowing Mushroom. Just by touching it, Olimar and the Mii Pikmin will glow a bit, and their precious light reveals enemies that may be waiting in the darkness between mushrooms. The Glowing Mushrooms also serve as a kind of guide, so follow them northward, then curve to the east and a bit north again, and finally double back to the west to a waiting Gate (if you happened to pick up a Hammer Seed and it's still active, the Big Blocks to the north can be smashed through to save a few precious seconds, but should only be attempted with the additional attack power of a Hammer Seed). Remember to keep touching the Glowing Mushrooms to light the way and avoid getting ambushed by the few Dwarf Bulborbs that are patrolling this darkened area.



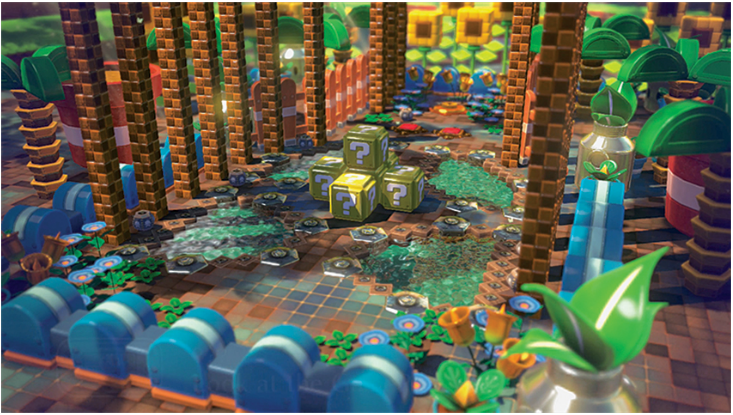
Things don't let up once you're topside again. A group of Dwarf Bulborbs attacks and must be defeated before the barriers to the east can be lowered. Thankfully, destroying the Bulborbs nets you a giant Clock for each felled enemy, which leads to plenty of bonus time. That will come in handy while you are battling a group of Swift Dwarf Bulborbs that march in from the east as the barriers are lowered. Defeat them to activate the nearby Jump Switch and take a ride to the mini-boss fight.



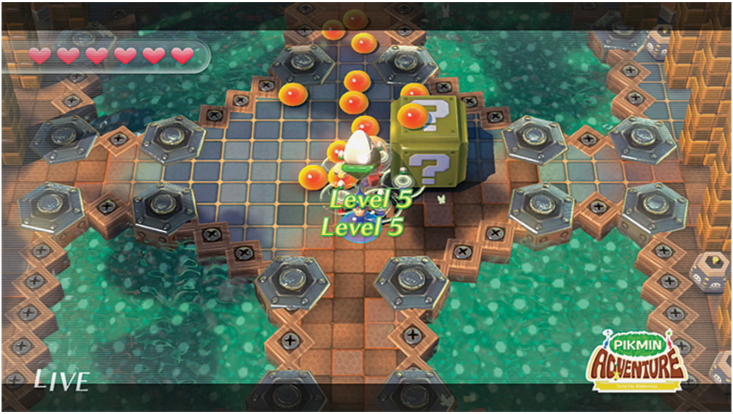
Yes, you have to fight another King Beeb, and this time with a ticking clock. Try to avoid his rolling attacks until the big monstrosity tires, then unload with everything you've got to overwhelm him. Don't wait around too long, though. Those tiny Clocks he drops won't do much to add time to the clock, so head north to The Ship and freedom!

8. Swamp Master

Mastery Requirement: Escape within 1:45 without taking damage.

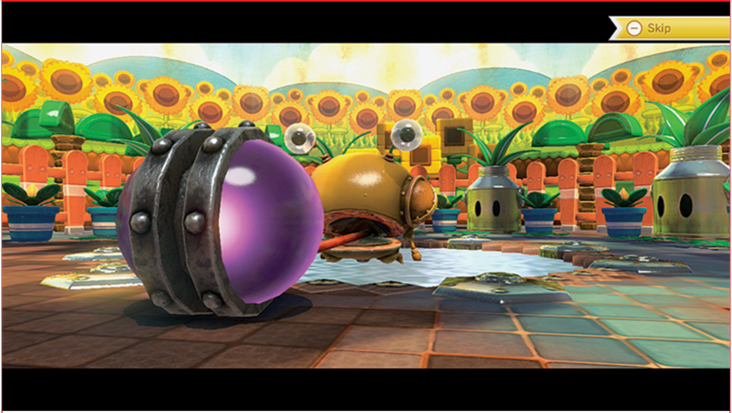


You've made it through an impressive array of challenges thus far, but it's time to face off against one of the biggest threats yet in this final confrontation for the area. That's right, it's boss fight time!

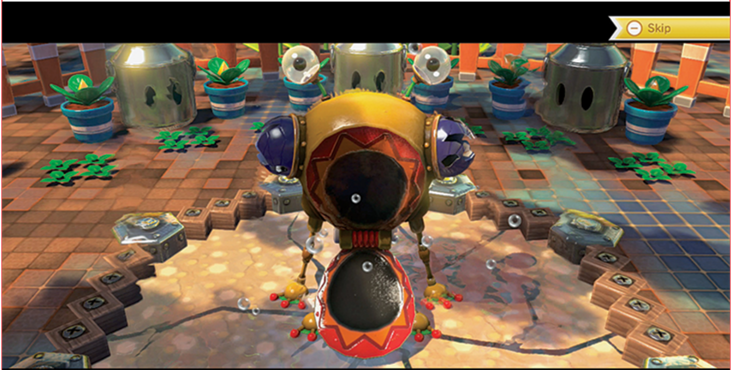


There's not much in the way of prep before the big battle ahead, so spend as much time as you need destroying the towers of blocks and harvesting the goodies therein. The stack of giant ?Blocks contains quite a bit of Nectar, so make sure you're fully stocked before you head onto the Step Switches that unlock a Gate at the north end of this area.

Wollywhat?



This Large-Mouth Wollywog is no chump, and depending on how the fight goes, it could be over quickly or an exercise in attrition. For the first phase of the fight, there's not a whole lot to worry about. Stay out of the water and circle around the Wollywog, making sure to dodge the tongue attackl as it shoots out of the creature's mouth. Immediately after dodging the attack, unload with your Mii Pikmin or Olimaron the bulbous tongue until it cracks and the Wollywog is stunned, draining the water in the central pool.

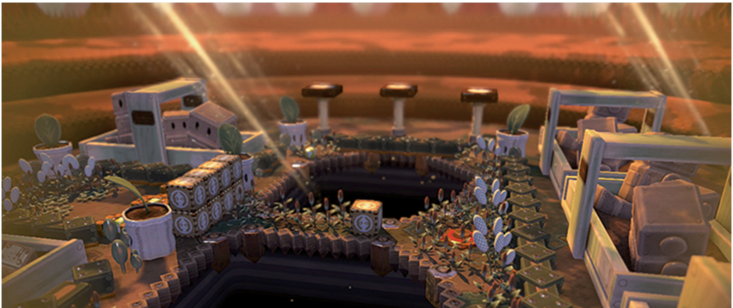


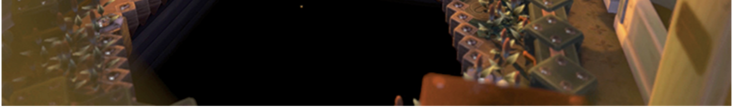
Without the liquid to slow you (and especially the little Pikmin), head in close and unleash everything you have into one of the weak spots on either side of the Wollywog's head. Be careful to dodge out of the way of the tongue when the creature spits it out again. If you can time a hit just right during this longer-range tongue attack, you can stun the Wollywog and open it up to a bunch of free hits. When the side weak points have been destroyed, the creature calls down more water for the pool in the center of the arena and begins moving more actively around the area. Do everything you can to avoid getting stuck in the slower liquid (gather any Pikmin that are trapped in the water with the whistle icon or ZL or ZR Button to make sure you're fighting fit).

Keep sidestepping to avoid the attacks, then counter with Pikmin on the exposed purple orbs on the creature's back to take him down. Two players here are extremely valuable, as side stepping the trio of tongue lashes offers a small window of attack for the other players to sneak up behind and unload their attacks while the Wollywog is distracted. Scoop up the Coins and head north to The Ship and pat yourself on the back for a job well done.

9. Lord of a Barren Land

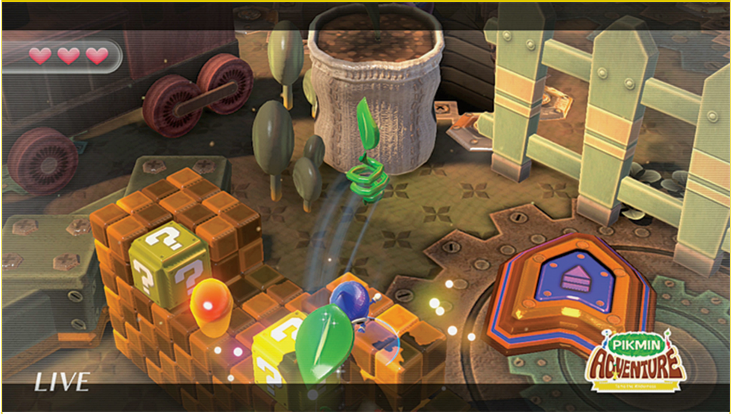
Mastery Requirement: Escape within 3:20 without taking damage.





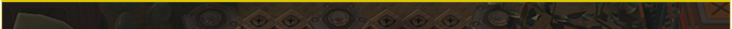
Something very subtle happened when you pressed that little right arrow on the GamePad touch screen to move to the next eight Challenges. Did you feel it? That almost imperceptible ratcheting up of the difficulty? Well you're about to experience it first-hand as Captain Olimar and his faithful Pikmin pals land on a world seemingly lost to the rigors of time.

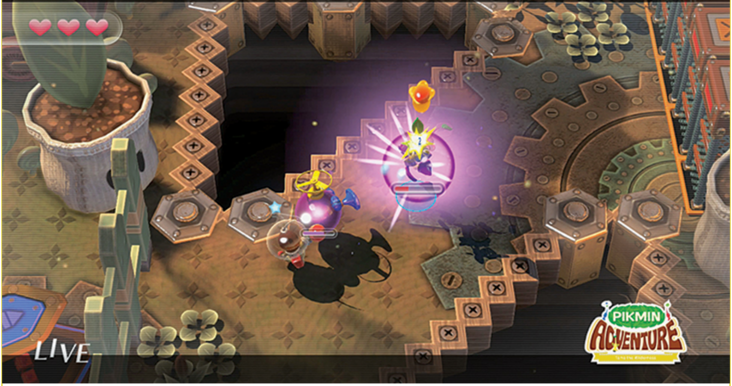
Crack That Whip



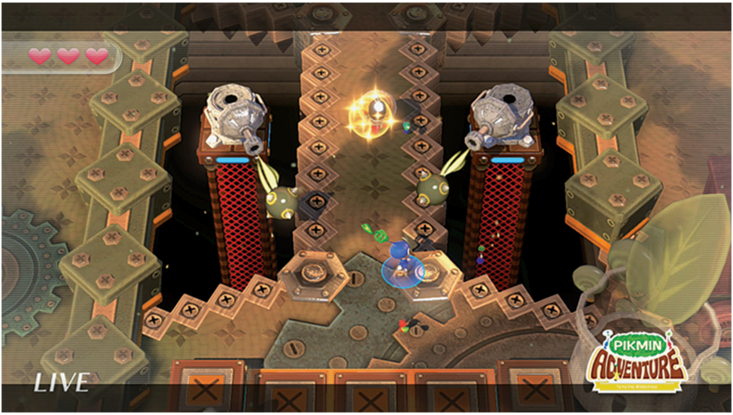
There's a particularly useful prize hidden inside the ?Blocks just to the northeast of the starting position: a Whip Seed! With this mighty little upgrade, like the Hammer Seed before it, the Pikmin's attacks are transformed. The giant ?Block holds a powerful new tool to combat the local fauna: a Whip Seed. Like the Hammer Seed, grabbing the Whip Seed grants one free hit (though, again, the effects of the Seed are lost), but the effect this time around is much more dramatic. Whip Seed Pikmin go shooting up into the air, then crash down on their targets in a kind of V formation—great for taking out targets with weak spots on their back or enemies on the other side of cover. Get familiar with the Whip Seed's gifts because you're about to need them.

Air Raid



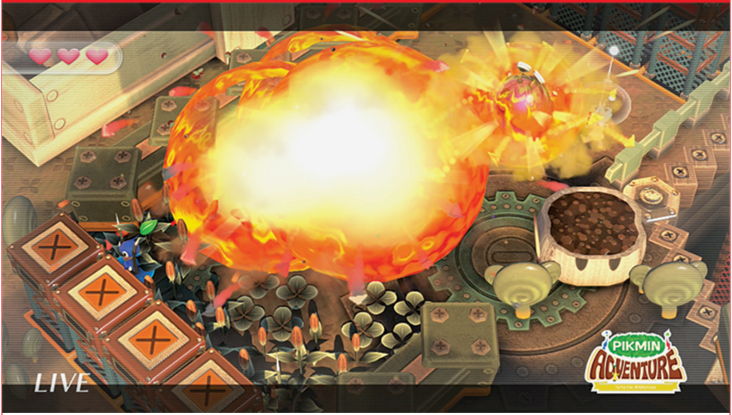


After scooping up the Whip Seed and testing it out on the defenseless blocks nearby, it's time for a real target. Hop aboard the Jump Switch to be thrown over the nearby fence to square off against a new kind of threat. These Blowhog creatures sport a propeller on top of their spheroid bodies and a drill-like beak that lets them charge into enemies after glowing for a few seconds. Be ready to dodge along the narrow bridge when they dash, then let loose with a little Whip Seed-powered counter to clean them up, but be careful to attack when the Blowhogs are over the bridge; Whip Seed Pikmin will tumble into the abyss and be lost for a few seconds, costing Olimar valuable ammunition. Bag the contents of a giant-sized ?Block and move past the barriers that automatically start to lower once the Blowhogs have been taken eliminated.

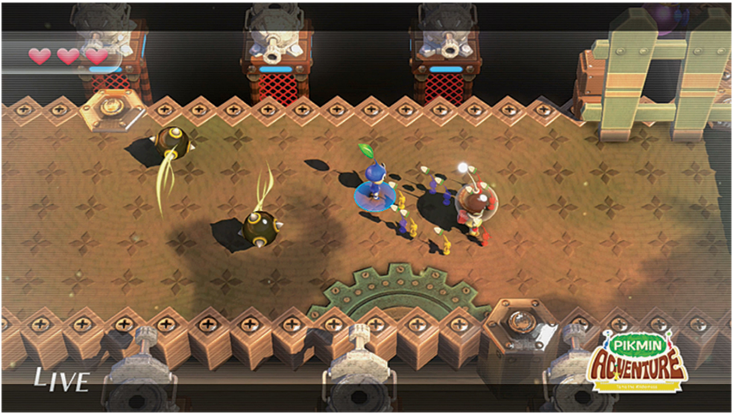


When the barriers lower, you may find yourself wishing they hadn't. Rising from the depths on either side of the skinny bridge just past the barriers are two Invulnerable Pumphogs. Classified by their grayish appearance and complete lack of purple orb weak spots, these threats have to be avoided rather than fought. Thankfully, just running north up the bridge leads to a Step Switch that deactivates the threats before their endless supply of Spike Balls gets the better of the group. Doing so unlocks a Gate up ahead, but don't forget to destroy the ?Blocks on either side of the Step Switch to gather some Nectar before diving into the Gate.

Bombs Away

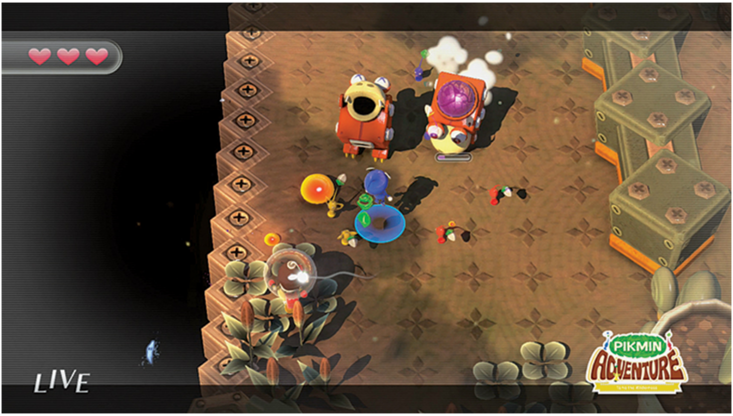


Boxed in by barriers that won't lower until all enemies have been defeated, and with nowhere to go but northeast, trudge forward with a valiant heart. A familiar Beeb threat, the bigger Bully Beebs seen earlier, has given way to a Bombardier Beeb, a ticking time bomb of destruction that hounds Olimar and Mii Pikmin alike. There's no other option here but to try to pour on as much damage as possible before the Beeb blows (though the Mii Pikmin can stun the roly-poly threat to keep it from exploding), so make the most of Whip Seed attacks if you have them and be ready for even more trouble. Four more Bombardier Beebs drop in, and it's here that things get a little tricky. The dodge move is a great way to get out of trouble, but even it can't protect against the chain reaction effect of one Beeb exploding—at least not in one hop. Multiple dodges are the key to getting out of the blast radius, and should be employed as soon as one of the Bombardier Beebs starts to flash. When those explosive threats are eliminated, three more Bombardier Beebs drop in, already glowing. Make a break to the north, dodging over a small lip of blocks as you continue to the east to escape the rolling barrage and find a moment of solace as they roll right off the edge of a cliff.



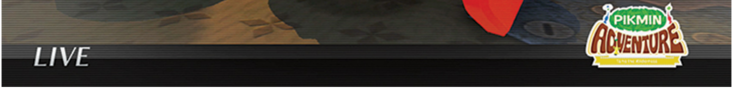
Don't tarry too long on this walkway, however. A firing squad of Invulnerable Pumphogs line this bridge as Olimar makes a break to the east. Watch the patterns carefully and make horizontal swipes across the touch screen to jump out of the way of incoming fire, pausing between shots to avoid getting nailed by the Spike Balls and gather the Pikmin after smashing through a small wall of blocks. Step on a Jump Switch that mercifully ejects the group out of harm's way.

More Pumphogs attack as soon as the group lands, and you must take them out before another Jump Switch will activate. When the mess is cleared and the Jump Switch flings Olimar and the Pikmin over the wall, continue moving to the northeast, smashing the short towers of blocks if desired for a few Nectar goodies, and a Whip Seed in the small ?Block sitting atop one of the towers. Another Jump Switch waits, signifying yet another transition between areas.



The short trip over the fence is complemented by quite a bit of resistance on the other side. A group of over-eager Dwarf Bulborbs and Swift Dwarf Bulborbs drop from the UFO in Capsule form, and must be bested to unlock the nearby Gate. Stay agile, dodging as needed and rain down attacks on one Bulborb at a time where possible. When the group is defeated, step into the Gate.

A trio of ?Blocks surrounded by their lesser, checkered variants waits in this new area, as well as a towering stack of Pikmin-branded blocks. Smash them all and pick up the goodies inside, then proceed across a small, narrow bridge in preparation for a short fight against a lone Large Dwarf Bulborb. So long as you take him out quickly, there shouldn't be much danger here. Another Gate awaits after the coast is clear.



On the other side, expect a rather nasty fight against a swarm of Dwarf Bulborbs and Swift Dwarf Bulborbs big and small. Ignore the Bombs laying nearby and make the most of the open area you were dropped into, slowly thinning enemy numbers until the UFO drops off something a little more Olimar's style.

Bark and Bite

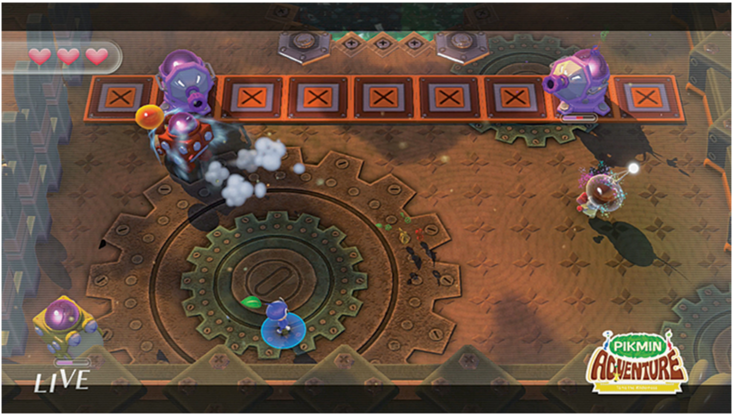
Don't be fooled by his similarity to other Bulborbs so far. This little guy means business. For one, he's quite eager to dash around just like his smaller cousins. For another, he enjoys going on long biting sessions that will gobble up any Pikmin (or astronauts) that happen to get too close, so stay clear. And for another, he can fire those little water balls that are such a hassle if Olimar or the Mii Pikmin get trapped inside. Finally, he has a nasty tendency to stand in one place and belch out multiple rockets while spinning in circles. Thankfully, those Bombs you saw earlier are still around, and if you get this Bilious Bulborb to slam into a wall while charging it opens him up for a counterattack. Just smash all three of those purple orb weak spots and this battle is in the bag.

10. Burst the Giant Balloon

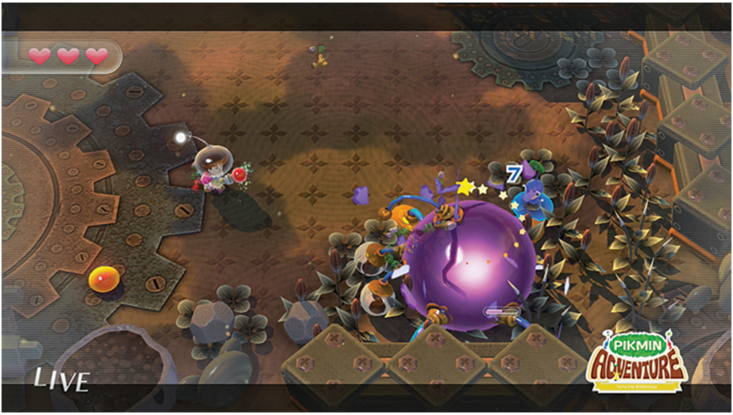
Mastery Requirement: Escape within 3:30 without taking damage

It’s been a while since the last straightforward Challenge, but this is one of them. Your task? Find and eliminate a particularly bulbous threat. Along the way, you’ll discover plenty of familiar enemies in startling amounts, but keep a cool head and quick reflexes, and they’ll go down just as fast as those that came (and went) before.

If you’re the sort that enjoys smashing every last block, get ready for a smasher’s paradise. A few blocks to the northwest are ripe for the crushing, but more importantly, a giant ?Block surrounded by more checkerboard targets offers up a Whip Seed and a bunch of Nectar to kick-start that leveling-up process. After you destroy at least the ?Block, head south to a Jump Switch to get a nudge over the nearby fence.

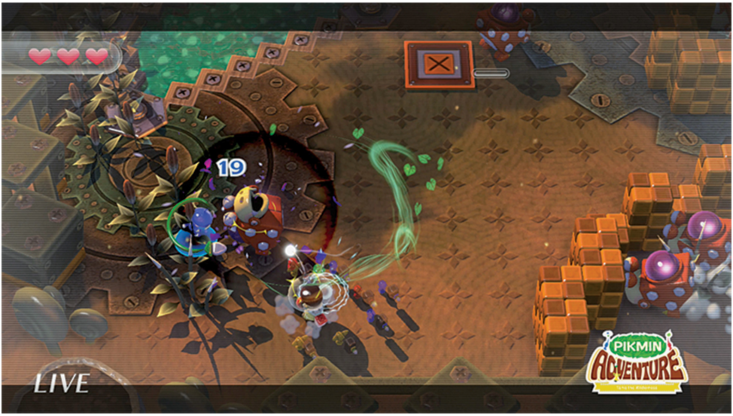


A long set of fights breaks out here, and there aren’t exactly a small number of enemies to take out. Use the wide length of this area to stay on the move, and snap away at the Bombardier Beebs, Creepy Beebs, Dwarf Bulborbsand pesky Swift Dwarf Bulborbs while keeping one eye on that row of barriers to the north. When it drops, be ready to take down a couple of TelescopingPumphogs (thankfully the vulnerable type), then grab the contents of a giant ?Block and mosey northward for another Jump Switch. Don’t make that leap just yet, though; a set of ?Blocks hold a Hammer Seed and a Whip Seed. Get them so that you can customize your Pikmin’s damage type (then let the Mii Pikmin grab the other if you so choose). *Then* head for the Jump Switch.

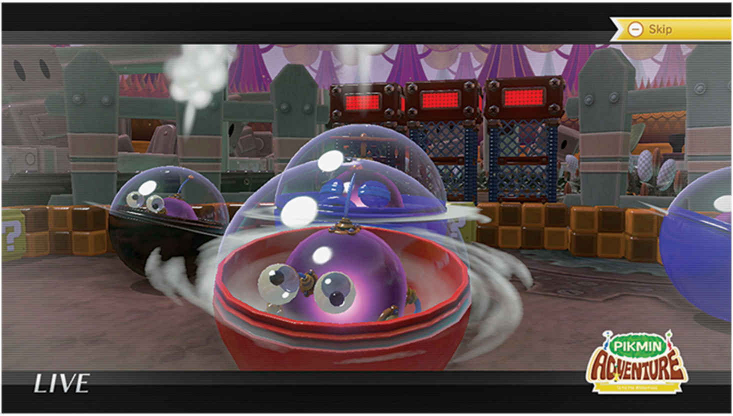


The group is scarcely over the fence before the UFO arrives again, with its Dark Monita pilot dropping some pesky Swift Dwarf Bulborb threats. Concentrate on taking out the smaller guys first, then let the King Beeb do his usual rolling business before lighting him up as soon as he stops. Nearby Rocks should be thrown while King Beeb is rolling around, though with those Seed-powered Pikmin, the real damage can be piled on whenever the creature pauses between rolls.

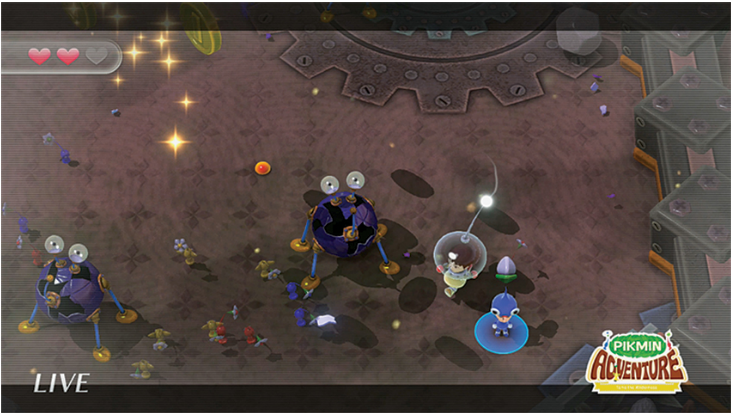
With King Beeb defeated, a large ?Block appears, offering more Nectar, then all that's left is to head northward to a waiting Gate.



That Gate dumps everyone off right in front of yet another Jump Switch—never a good sign when it comes to potential enemy encounters ahead. Ride the Jump Switch into a rather large arena bounded by breakable blocks, but keep your attention trained on the Blowhogs. When that first wave of enemies is cleared out, the pillar marked with an X in the middle of the area lowers, releasing a large group of dash-happy Dwarf Bulborbs. Leave the blocks to the right to help pen in the bulk of the Bulborbs and work on eliminating one at a time. Have sideways dodges at the ready in case the others escape, then systematically pick through the remaining threats until you have cleared them out.



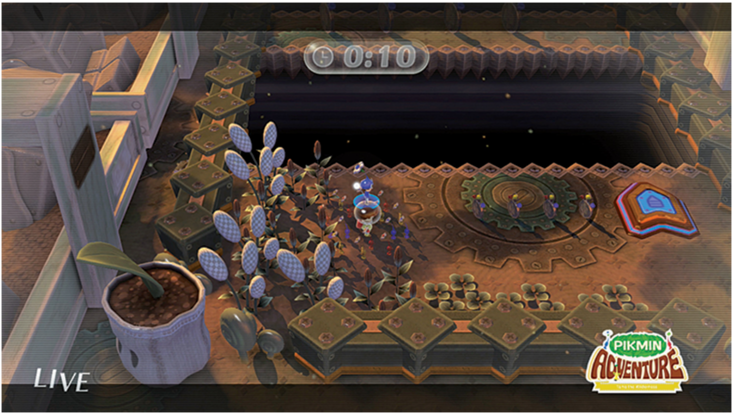
This fight isn't over yet, though. More Blowhogs, joined by a Telescoping Pumphog right in the middle, need defeating, though at least they're less plentiful than the previous waves of enemies. Smash every purple orb in sight to finally clear out the area, loot the large ?Block, and head northward, destroying any of those pesky blocks that might be tempting. Smash the ?Blocks before the Gate to reveal a Hammer and Whip Seed of your choosing, then head into the gate for a boss slog.



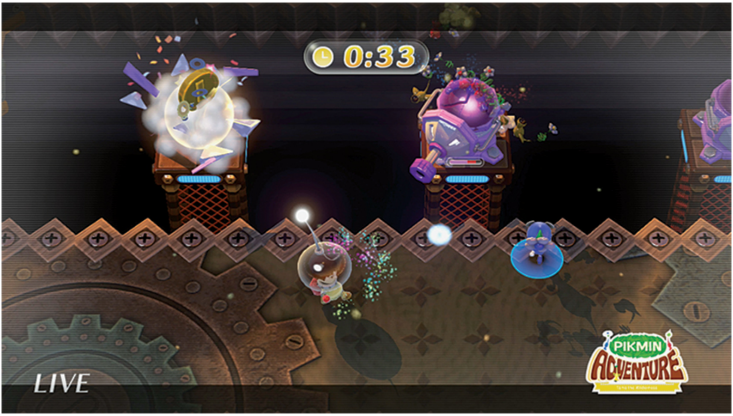
Dark Monita and that darned UFO are back again, and this time they drop off a quartet of Capsule-held Beebs—but they won't stay in Capsules for long. When the Capsules pop open, you'll be confronted by two different types of threats: three of those Bully Beebs that love rolling around so much, and one very huge Dwarf Puffy Blowhog. Ignore the Bully Beebs. They'll just keep rolling forever, which means it's time to concentrate on the beaked attacker. Stay as agile as possible, attacking only when the ever-rolling Bully Beebs have put some distance between Olimar and the boss. With some beefed-up, Seed-powered Pikmin, this big beaked balloon will be popped, and when he goes down, so do all the other Beebs. Hop on the Jump Switch to the north after scooping up the Coins (including one just southeast of the Jump Switch) to clear the chasm and board The Ship. Nice work!

11. Back-Garden Escape

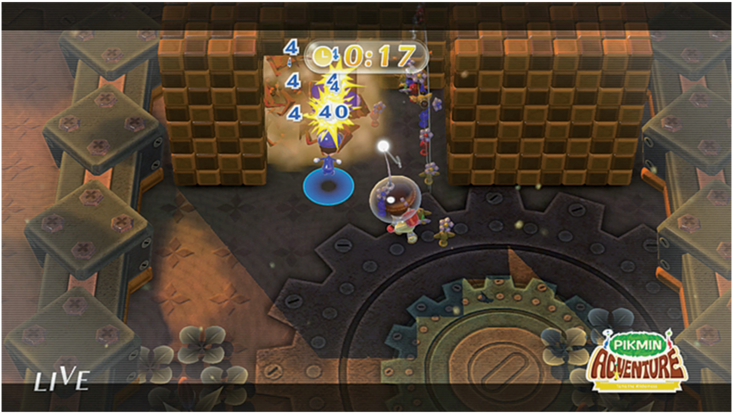
Mastery Requirement: Escape within 1:50 without taking damage.



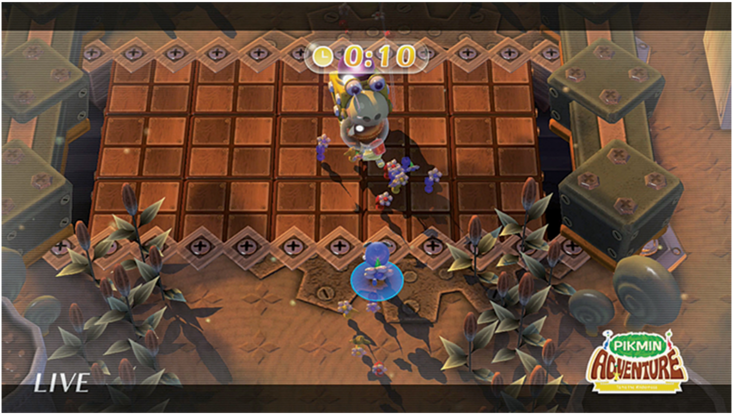
You know what we haven't seen in a while? Yep, one of those Timed Challenges. Thankfully, the Back-Garden Escape is just that, and it's a doozy. Remember the rules of old: Only fight enemies you have to (unless you have plenty of time), always stay moving, and recall all Pikmin before stepping onto a Jump Switch to maximize those precious few seconds it takes to rally the troops.



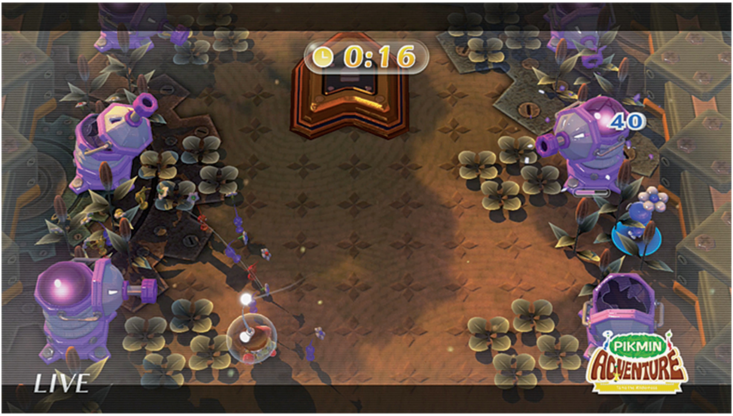
Immediately recall all Pikmin as you dash to the east, picking up the string of Clocks to be prepared for the Jump Switch just a head, then sprint left to collect the Big Clocks, avoiding the beaked Blowhogs with careful dashes. Eliminate the Blowhogs to trigger the appearance of three Telescoping Pumphogs. Defeat them by attacking from in between while theyve scrunched down between shots, and then moving directly in front when they're about to fire to avoid the Spike Balls. When they're gone, some bridges appear, and crossing them to the north leads to a pair of Step Switches that unlock the Gate just beyond.



Head north as soon as you land, attacking the giant ?Block to release a much-needed Big Clock, then absolutely batter the deep wall of blocks directly in front. On the other side of the wall waits another Big Clock and a string of smaller ones leading to a Bombardier Beeb that you must beat quickly before it can explode.

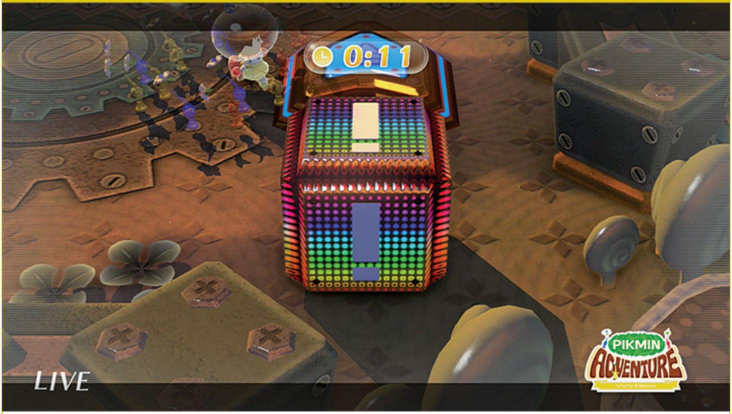


Felling that monstrosity offers a small reward of some Clocks, but also releases even more Dwarf Bulborbs. Get them as quickly as possible. While their elimination yields one small Clock per Bulborb, it's a pittance compared to the amount of time remaining. A giant ?Block offers ten more seconds of time, but it's just enough to take down a Swift Dwarf Bulborb that appears on the bridge that winks into existence just past that Big Clock. Rush into the unlocked Gate and on to the next section.



One again, dash north as quickly as possible to scoop up more time, but be ready for a gauntlet. Multiple Telescoping Pumphogs wait to attack on the lowering barrier to the north, and past them is a long row of Telescoping Pumphogs on either side that you must take out with surgical precision to activate the Jump Switch in their midst. Attack one target at a time, but the second their weak points shatter, immediately move on to the next target. Clean, swift attacks are key here, so avoid attacking from the middle where crossfire can hit you, costing valuable seconds of recovery time.

Assistance Granted



Timed Challenges are among the toughest that Pikmin Adventure has to offer. The time crunch can feel incredibly daunting, but with each failure comes knowledge of the threats to come and the foresight to prepare for those threats. Even still, nobody wants to bang their head against a wall without making progress, so to that end, after three consecutive deaths, Assist Blocks will appear in every Challenge. They offer an embarrassment of riches in the form of tons of time and enough Nectar to help them level up to Level 50. Even Timed Challenges are a breeze after using an Assist Block, so grab them only if you're trying to unlock the next Challenge or you're not worried about a Master Rank for the stage because grabbing the contents of an Assist Block disqualifies you from attaining Master Rank.

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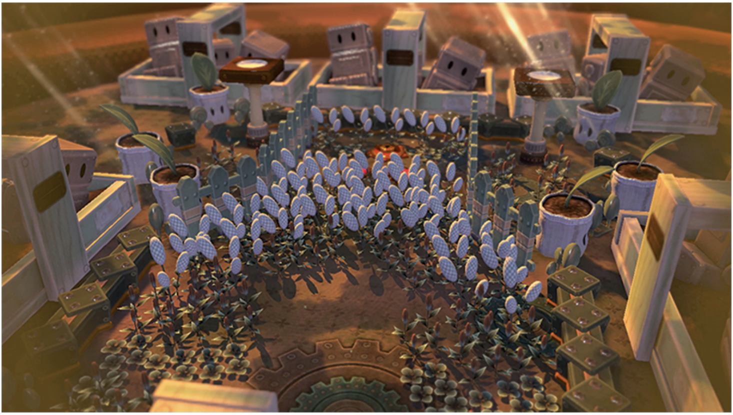
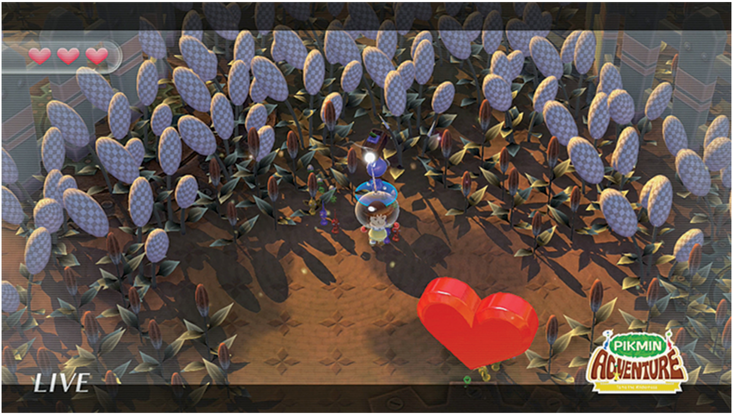
One final challenge waits between you and your ultimate goal of escape: a small army of Large Dwarf Bulborbs and Large Swift Dwarf Bulborbs. The first wave comes from the north, jumping down from a set of lowering barriers. Besting the first group offers the reward of a Big Clock and with it 10 more seconds, but another group of the same Bulborb types drops down shortly after the first is extinguished—and these ones spit water. Try to maximize movement by dodging around the water and recalling Pikmin to make sure you're fully stocked up on ammo. This can be an extremely tough fight, and time is at a premium, so stay on the attack. The Ship is just ahead!

12. Shining Eyes

Mastery Requirement: Escape within 2:45 without taking damage.

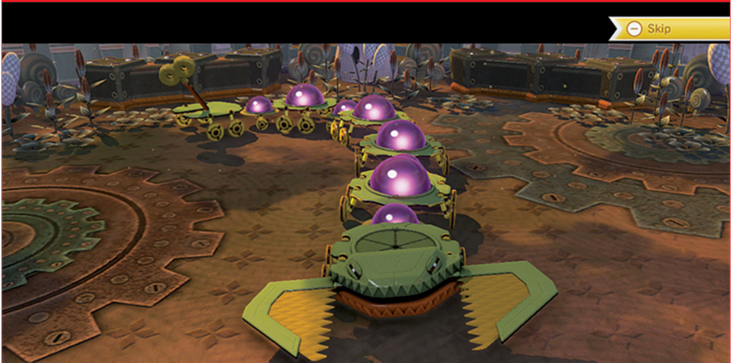


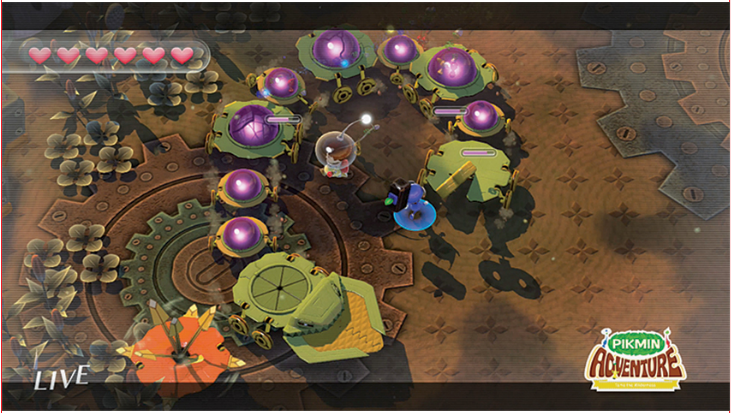
It's been a while since a truly new boss fight, but this one proves to be the toughest yet. Get ready for some serious opposition in multisegmented form.



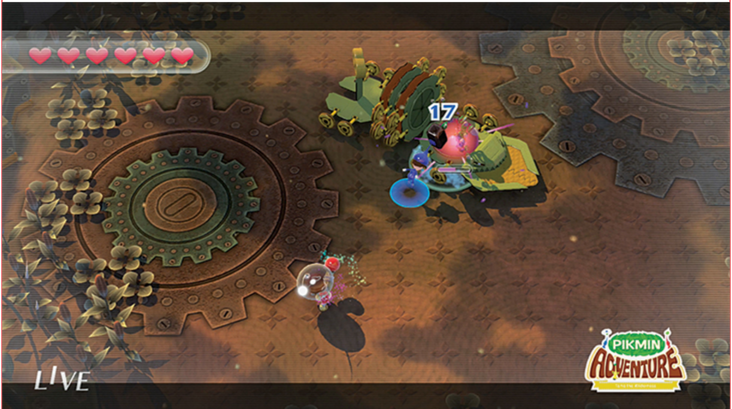
It's never a comforting sight to have five giant ?Blocks pop up from the ground as you move north, but here they are. Bust them open to find more than a few clues that this is going to be a tough Challenge: Nectar (enough to get both Olimar and his Pikmin and the AI Mii Pikmin up to Level 5 if neither party is greedy), Whip and Hammer Seeds, and after all those ?Blocks have been looted, another appears with a Big Heart. Yes, this is going to be quite the fight. Head north to a set of Step Switches that unlock a Gate to the big brawl.

The Pinchipede Cometh

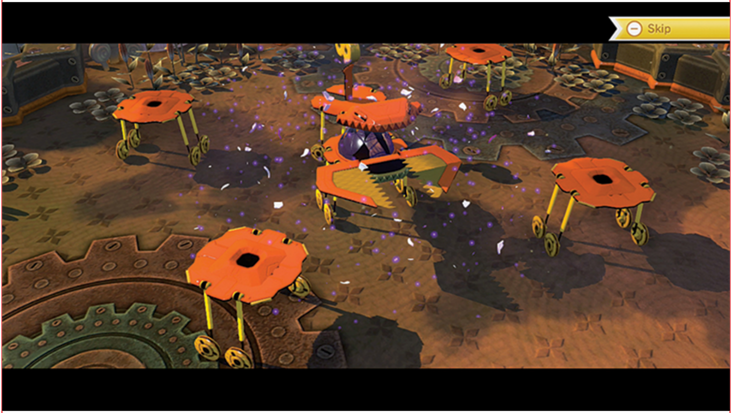




Emperor Pinchipede is no joke. His jaws can snap with incredible force, and he has what seems like a million weak points to attack—and that's just phase one of this fight! Here's the problem with this fight: every time one of the larger segments (the ones with the biggest purple orb weak spots) is destroyed, it flips over and begins to spin not unlike a bladed top. If the big segments are destroyed too early, the whole area becomes a huge minefield of constantly moving, spinning blades. On top of that, the Pinchipede himself is quite ferocious. The best way to avoid most of the threats is to hug the Pinchipede's body as it worms its way around the level, and attack the smaller weak spots as much as possible (which certainly is not easy given how quickly the monster moves). Mii Pikmin are especially invaluable here, since their charge attack unleashes a 360 degree swipe that can hit multiple weak spots at once.



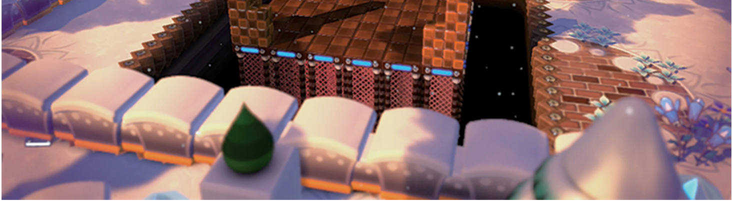
After you destroy all the segments, the Pinchipede changes tactics, pulling in those larger segments and revealing a new weak spot on top of its head. Unfortunately, that weak spot also immediately starts to glow red—a sign that the Pinchipede is preparing an extended dash to worm its way around the level. Unlike the previous phase, sticking close now won't work; the recalled segments are now spinning blades that make nearly every part of the monster dangerous to the touch. Stay away while it writhes around the level, then go nuts attacking that weak spot before it turns red again and the whole process repeats itself.



When the creature is nearly destroyed, it switches tactics for a third and final time, releasing the recalled segments which become spinning tops that move around the level while the extremely quick pincer-equipped head scurries around. Recall your Mii Pikmin and try to aim them at the weak spot when there's room to pause—Emperor Pinchipede won't shake off the attackers, so they can continue to unload while Olimar concentrates on avoiding those bladed hazards. With a bit of patience, this creepy crawly will finally bug off.

13. Ice Arena

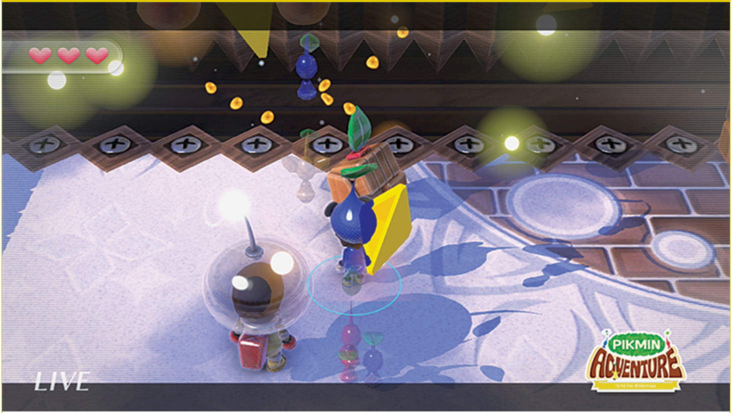
Mastery Requirement: Escape within 4:00 without taking damage.



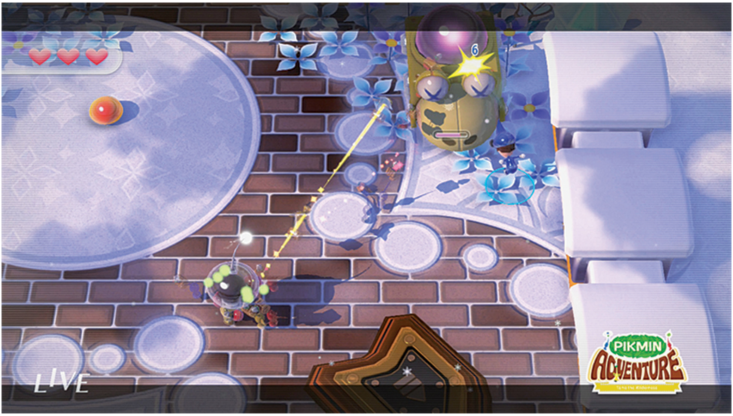
It’s time for a change of seasons as the browns and greys of the last area give way to the pristine white of winter. Don’t start making snow angels just yet, though, for there are still dangers lurking in the drifts.

Head south to hop on a Jump Switch that launches the group into an area that holds a prominently placed giant ?Block. No time for cold feet—smash it open!

It’s Clobberin’ Time



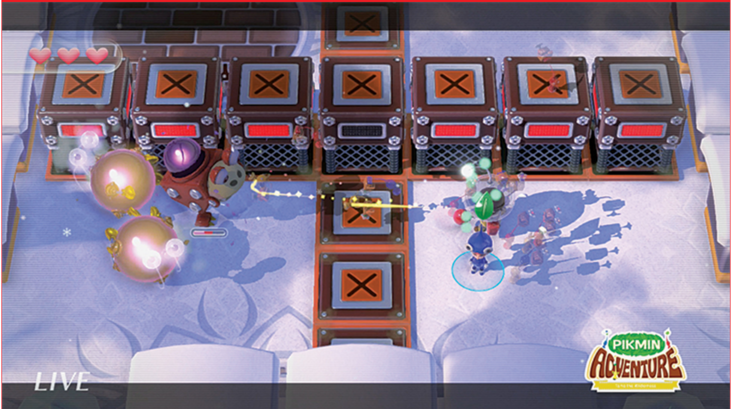
This time, the Pikmin flick out at incredible speed before snapping back, allowing for some rapid-fire attacks without having to call all the little guys back over. The attacks themselves aren’t as powerful as the Hammer Seed’s anvil-style slams or the airborne attacks of the Whip Seed, but the unrelenting speed makes them great for quick, line-of-sight barrages where a frontal attack will hit an enemy’s weak spot. Mii Pikmin, on the other hand, get a Knuckle Seed attack all their own that greatly enhances their melee attack range. Like other Seeds, the Knuckle Seed also lets Olimar and the Mii Pikmin take one extra hit, at the cost of the Knuckle Seed’s abilities. Still beats losing a Heart, right?



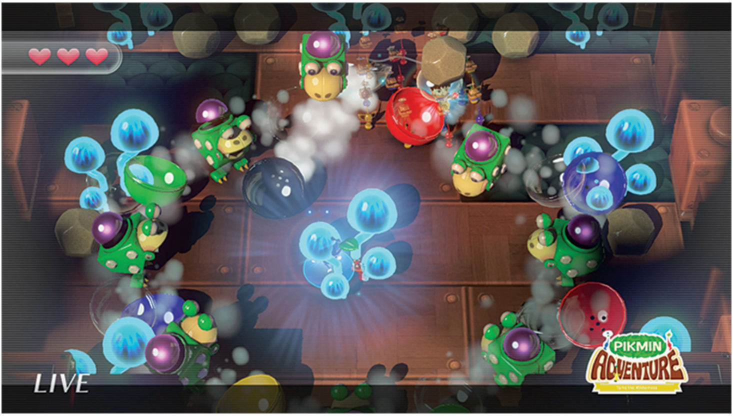
Oh look, here comes the welcoming party. The UFO drops a handful of Capsules, which offer the perfect first taste of what the Knuckle Seed can do. Hang back and enjoy the increased range and impact your upgraded Pikmin have, then scoop up the Nectar inside the big ?Block that appears and destroy any other blocks you feel deserve it before pushing north across the bridge that just appeared. Destroy the bigger blocks here for more Nectar, then gather all the Pikmin and step onto the Jump Switch to take another short trip.

The Jump Switch launches the group into a medium-sized arena filled with a handful of Bulborbs, including Fast Dwarf Bulborbs and new Feral Dwarf Bulborbs that are more aggressive. They're hardly a threat when the Knuckle Seed Pikmin can attack from greater range, and even the huge Swift Dwarf Bulborb that's dropped in from the UFO doesn't stand much of a chance. Mop up these threats, then be sure to explore the area for some Nectar hidden in a big ?Block. Then hop on the Jump Switch in the southeast corner of this area.

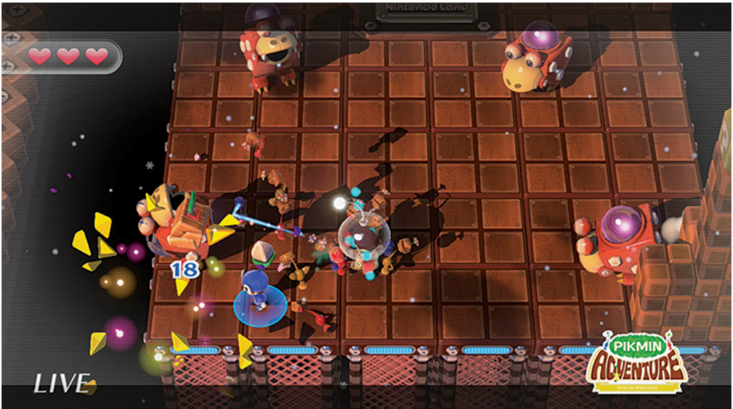
On The Move



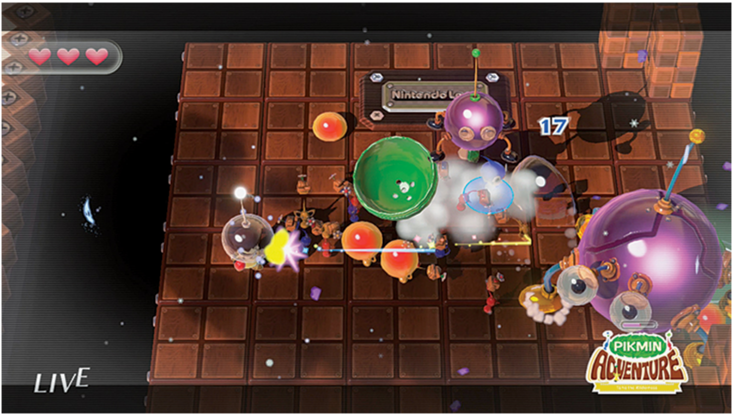
This odd assortment of Bombardier Beebs, Dwarf Bulborbs, and moving barriers probably doesn't seem like much, but spend a few more seconds in here and you'll see what the big deal is. Those barriers, if you don't keep track, can trap you in with a Beeb as it goes tumbling around the enclosed space, and make it difficult to avoid getting hit. Stay on the move, moving between the quadrants created by the barriers and taking out the creatures that are unfortunate enough to get trapped in with you. Take things slowly, and this isn't much of a threat. Head north to a set of Step Switches that open a Gate that heads ... down?



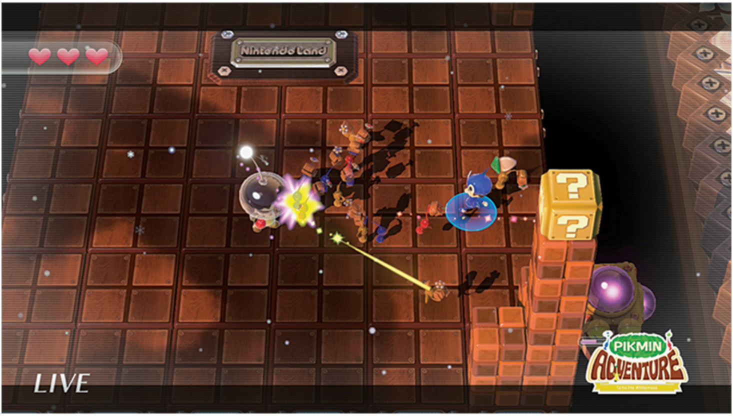
It *has* been a while since the last subterranean trip, and at least going underground means getting out of the cold, but this is a place with an abundance of danger. Remember the Glowing Mushrooms from before? They're your key to shedding some light on this place and avoiding ambushes. Head north, past a locked Gate and smash through some large Pikmin-faced blocks to discover pair of Step Switches that lower a barrier that leads to a small group of Bulborbs. Dispatch the lot of them to open the Gate back down to the south, but don't forget to grab the Nectar and Coins inside a pair of ?Blocks on either side of this hallway, plus the big ?Block of Nectar that appears after the Feral Dwarf Bulborbs have been eliminated.



Take note of the camera pan showing a square platform with sheer sides. Though the group doesn't quite land there, the Jump Switch to the north makes it pretty obvious they'll be there soon. Smash the giant ?Block to pocket a Knuckle Seed (if needed), then head to the Jump Switch and into a battle royale.



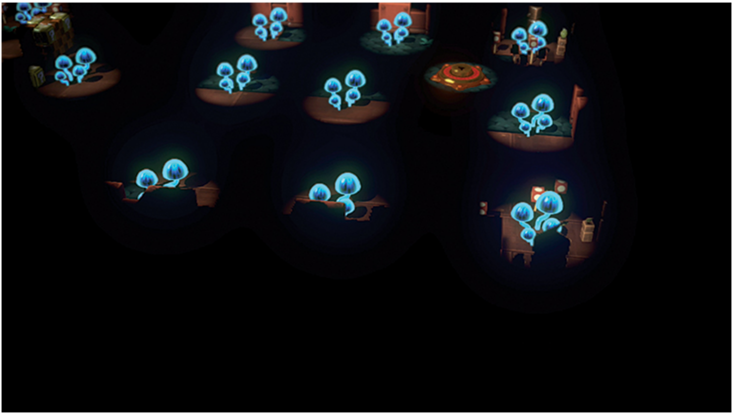
Dwarf Bulborbs are the first to show up, but you can quickly take them out by hanging back and attacking from afar. Avoid attacking the pillars of blocks at the four corners of this small arena for now, as they contain valuable upgrades like Knuckle Seeds that can be used if Olimar or the Mii Pikmin get hit. The Bulborbs you defeat give way to some Feral Dwarf Bulborbs, though the challenge here is less in worrying about attacks and more about the limited amount of space you have in which to maneuver. Dodges are a great way to clear a lot of distance, so use them often as long as Olimar is dodging away from the edge.



After a few waves of Bulborbs, King Beeb drops in. Pour on the attacks and, with luck you'll be able to force the big baddy off the edge of the arena. The Bilious Bulborbs that appear after the Beeb has been taken out most definitely can be taken out by attacking after they've dashed near one of the edges. Chipping away at the block pillars can help here, too if you're having difficulty. When the mob has been quelled, a big ol' ?Block appears and The Ship touches down for escape. Just head east to hop in and blast off.

14. Out of the Darkness

Mastery Requirement: Escape within 3:10 without taking damage.



Grab your night-light, because it's time to find a way out of the inky dark of this over-, under-, over-ground Challenge. Keen eyesight and fast reflexes, plus plenty of Glowing Mushrooms make this a sneaky fight to test your mettle.

Things do start above ground, but there's not much to do here other than pound away at the nearby castle made of both breakable and unbreakable blocks. When your block destruction urge has been sated, head to the east to drop down into the first part of the stage.

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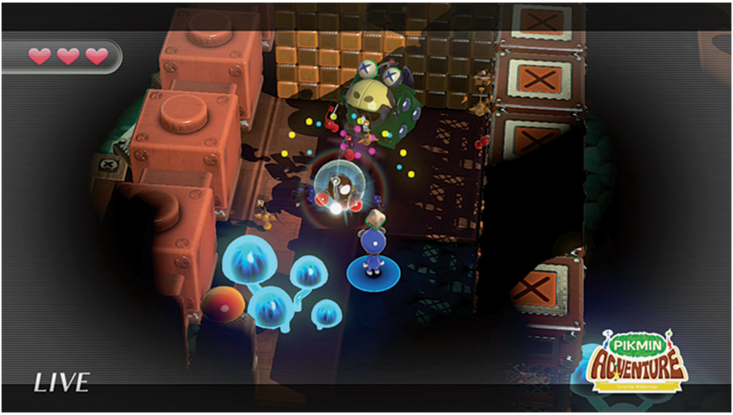
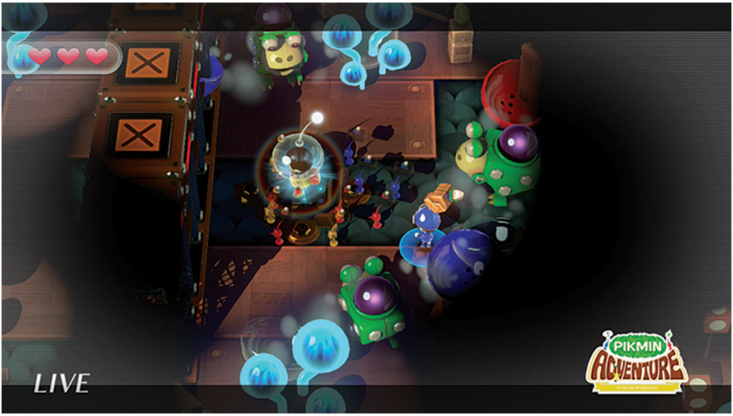
A Feral Dwarf Bulborb, raring to go, waits just on the other side of the Pikmin logo blocks—and it's quite capable of dashing through them to get to Olimar and the Pikmin. A large ?Block just to the east of the starting position has a Hammer Seed inside it if you're quick enough, but concentrate on taking down the Bulborb quickly afterward. Bust open the large ?Block to the west and the one that appears after you fell the Bulborb to harvest the Nectar and Knuckle Seed inside, respectively.

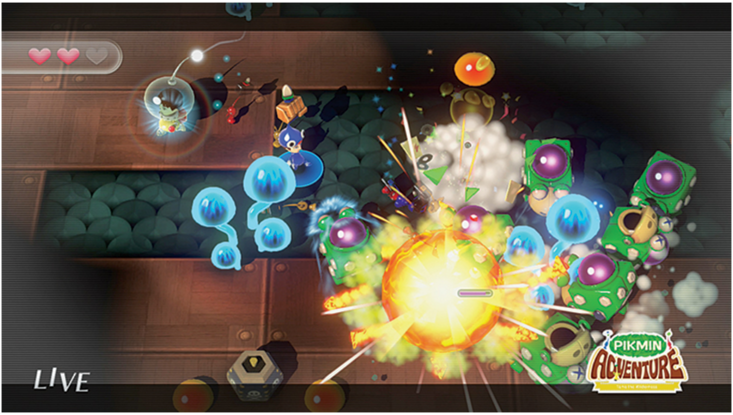


Stick to the Glowing Mushrooms to avoid getting ambushed while you head north to a set of Step Switches that lower a barrier with some Bully Beebs waiting on the other side. The increased light of the Glowing Mushrooms will help you target the Beebs quickly, and allow Olimar to move forward through a series of barriers with a handful of Bully and Creepy Beebs, and a Feral Dwarf Bulborb among them. Proceed north until the barriers prevent further movement, then west, felling any enemies in the way to lower more barriers. Bust open the large ?Block, but be careful while moving eastward. Another Feral Dwarf Bulblord waits to attack. The camera shifts directions, and Olimar is now travelling north.

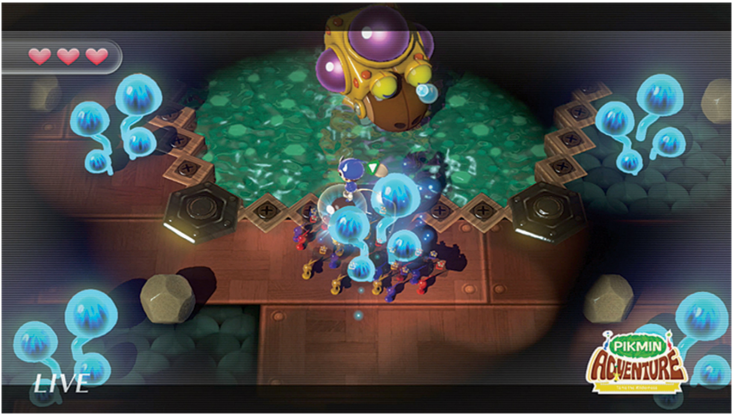


Smash carefully through the walls of blocks, and stick near to Glowing Mushrooms wherever possible to avoid Beeb and Bulborb ambushes. When the camera shifts again, look north for a Step Switch, but be ready for a contingent of more Feral

Dwarf Bulborbs that drops down to cause a fuss. Take them out, and the barriers to the west will lower, granting access to a bridge over Dwarf Bulborb-infested waters and eventually to a Gate that leads farther down.

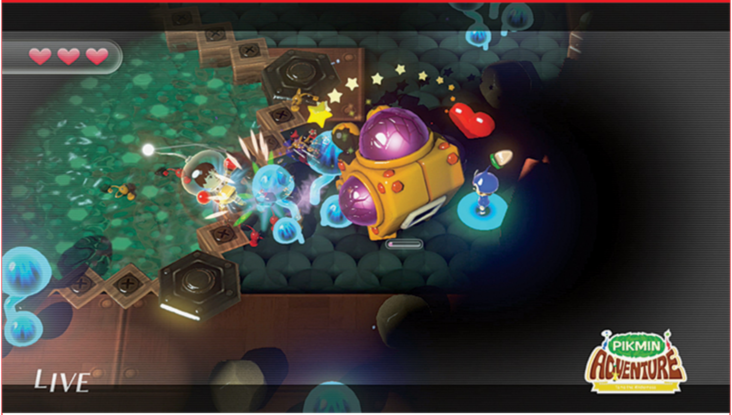


Make a break for the nearest Glowing Mushroom to insure the most light possible, then move east toward some small ?Blocks. Smash these to find a Hammer Seed, but be careful of Bombs being lobbed from farther east. They're coming from some Telescoping Pumphogs, which are in turn protecting a set of Feral Dwarf Bulborbs farther east, which huddle around a Glowing Mushroom. If you can get down to them, a handful of dormant Bombs can make short work of most of the Bulborb group, and then open another Gate leading even farther down into the depths.



The first steps here are the same as the upper level: Find a Glowing Mushroom and touch it ASAP, then head slowly to the east, breaking any ?Blocks you come across for valuable Nectar. Heading north from the giant ?Block reveals a Jump Switch that leads down to a dark, watery area where a Large Dwarf Bulborb waits.

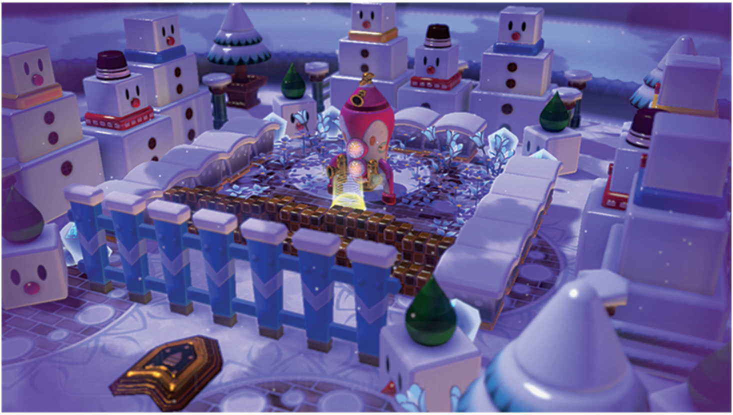
Danger in the Dark



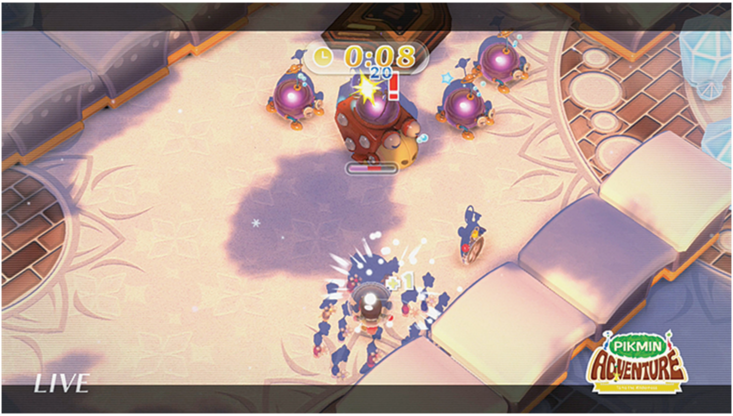
The hardest part of this fight is the fact that light is so precious. In a normal scrap, this Bulborb wouldn't be too much of a threat, but even with plenty of Rocks around to lob, it can be difficult to see where you should throw them. Keep moving, touching the Glowing Mushrooms to keep the light up, and snipe at the Bilious Bulborb from afar. Watch for the telltale puffs of dust that signify he's about to charge, and get ready to dodge when he rears back to spit a blob of water. If you're feeling particularly daring, throw Rocks for a chance to knock him onto his keister and stun him. This offers a window of raw, unabashed Pikmin fury, but don't take the risk to cause this state unnecessarily. After a bit of hunting in the dark, the beast is felled and the Gate to the north leading up to The Ship is unlocked. Success!

15. Bulborb Baths

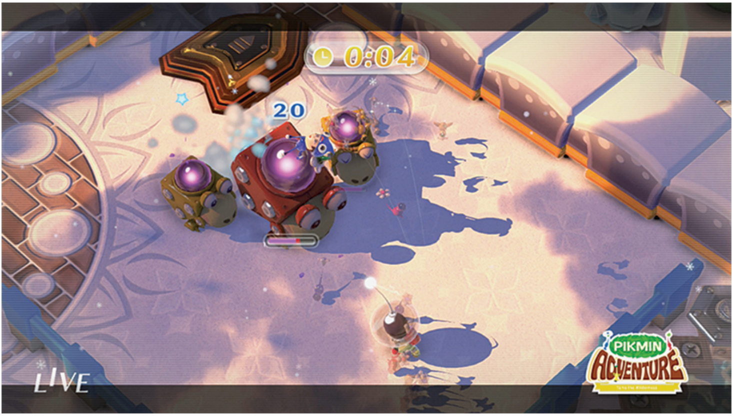
Mastery Requirement: Escape within 1:20 without taking damage.



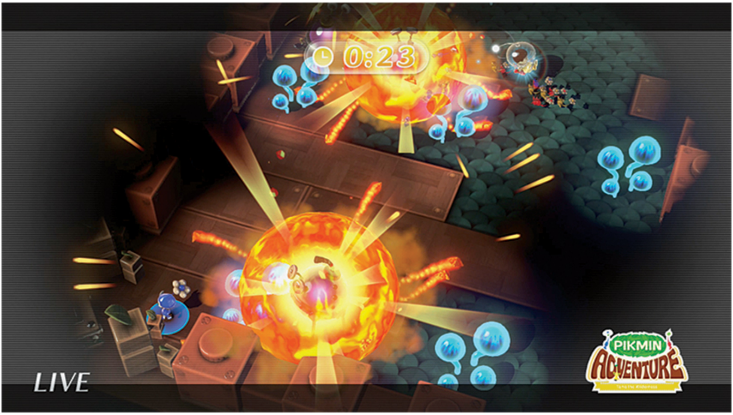
So this is where all those Bulborbs go to get clean, eh? One thing's for sure: There's going to be a heavy enemy presence here, so roll up your sleeves and get ready to tap away. Oh, and did we mention it's a Timed Challenge? Sorry.



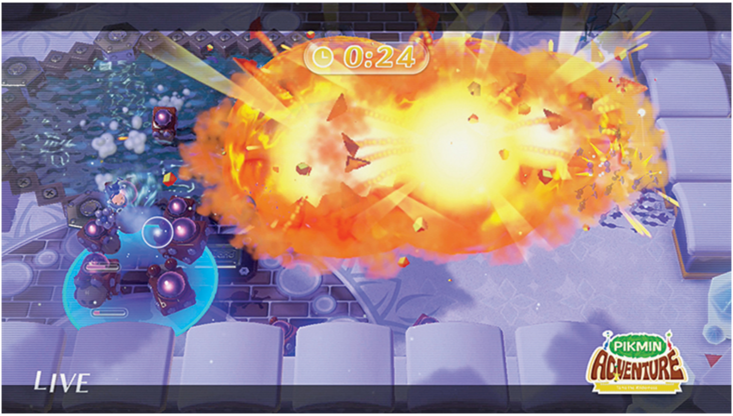
Immediately gather your Pikmin and step onto the Jump Switch to the southeast, which ejects the group over the nearby wall and toward some small one-second Clocks. Directly northwest is a slumbering Dwarf Bulborb and some Creepy Beebs. Take out the former first before you concentrate on the latter, then quickly gather the Pikmin, scoop up any dropped Clocks (including the big one worth 10 seconds), and step onto the now-active Jump Switch.



Time is of the essence in this next section. As soon as you land, run through the hole in the blocks to the north and gather the Pikmin to use the Jump Switch nearby. After landing from that little hop, quickly attack the bigger Dwarf Bulborb and smaller Swift Dwarf Bulborbs lying in wait. You want to maximize impact, so stick to one target at a time to overwhelm them. Grab any extra time from Clocks, then hop on the next Jump Switch and quickly head into the Gate to plunge underground.



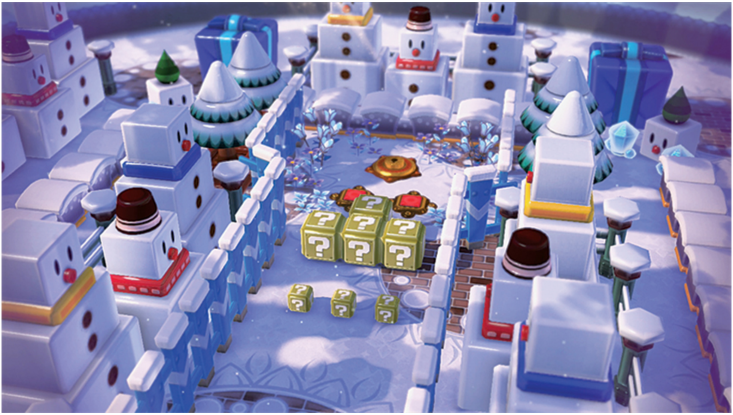
The dark is no place to dawdle, so head east, following a trail of little Clocks and avoiding enemies until you reach a Bulborb sitting behind a row of blocks. Defeat him to unlock the next Jump Switch, gather your Pikmin, and make the leap. When you land, it's not immediately obvious how dangerous this dark area is. Bombardier Beebs are hiding in the shadows. Run to the nearest Glowing Mushroom, then quickly run away from the explosive enemies while gathering any Clocks in sight. The threats will destroy themselves and open the way to a Gate back up. Grab the 10-second Clock and slip into the Gate.



The Gate drops the group off right in the middle of what looks like Bulborb bath time. Quickly head east or west to grab a Bomb from waiting stores and lob it into the group. Resist the urge to grab another and huck it into the mass right away, as the blast radius will ignite the Bomb you just threw and likely any others nearby. Wait until the blast has subsided, then try to catch a few more enemies in another Bomb throw, picking off the final enemies as quickly as possible and then activate a Jump Switch to freedom. Instead of trying to break through the blocks that stand between you and The Ship after using the Jump Switch, simply dodge (or jump if you're the Mii Pikmin) over the blocks without destroying them and hop into The Ship.

16. The Chopping Block

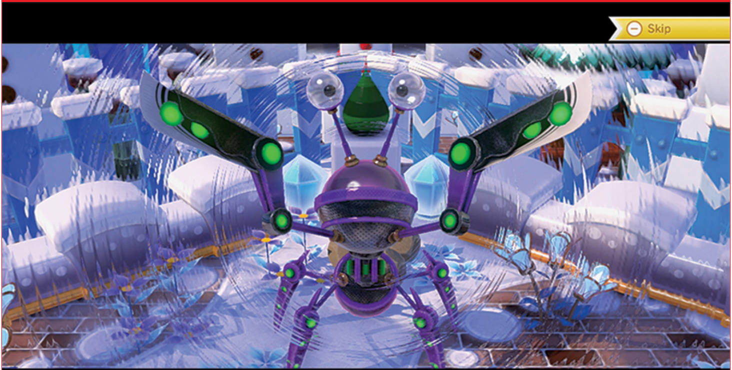
Mastery Requirement: Escape within 1:10 without taking damage.



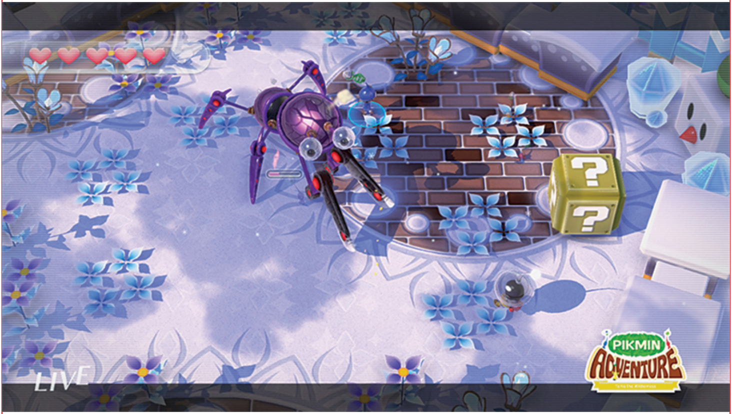
And thus we come to this last of the regular Challenges. A no-holds-barred battle against the biggest, baddest boss of them all begins now.

This initial area is purely for stocking up. Bust open the various ?Blocks to harvest Nectar to level up, and whatever Seed you'd like to use (we highly recommend the Whip Seed due to its homing properties). When all the goods have been gathered, hop on the Step Switch to open the Gate that leads to the last of the bosses.

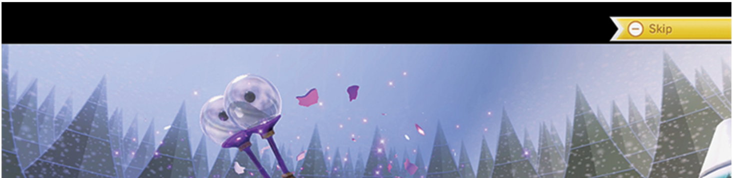
Big Bad Beeb



Well here he is, the head of all Beebness, the Bladed Beeb. If you grabbed the Knuckle Seed, try to hang back and attack the Bladed Beeb's head. One of the unfortunate things about this fight is that there's a good chance one of the early attacks will connect and remove the benefits you get from the Seed, so try to pour on the damage from afar. If you're attacked, gather the Pikmin and launch the Mii Pikmin at the monster's head to let him get in a few attacks, then repeat. The creature's attacks are varied, and include a massive swipe that can carry him across nearly half of this arena, another charged-up series of swipes, a 360-degree spin, and a smashing attack that has almost no warning. All of the attacks cause the Bladed Beeb to rear up on his hind legs, so be ready with the dodging swipes the second the boss pauses.



Whenever you can get some breathing room, try to grab one of the nearby Rocks and hurl it at the creature to cause heavy damage and a chance to stun, then be ready to dodge out of the way of any counterattacks. If you can stun the Bladed Beeb, it'll open up his weak spots to huge damage, so lay it on heavy if you catch such a lucky break. After the battle has raged for a short time, a giant ?Block will appear on the east side of the arena, but it should be attempted only when there's room to pick up the Seeds that it contains inside, as the short window were control is restored after the pick-up animation can leave Olimar and the Mii Pikmin vulnerable.



Challenge Accepted

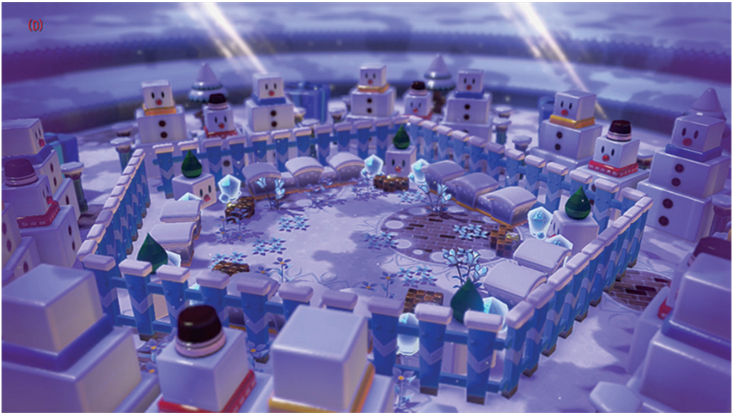
You've done it! After 16 gruelling Challenges, the bulk of your adventure is over—but it's not yet finished. Monita rewards you with a Star and unlocks the final six Challenges that will absolutely push your Mii-as-Olimar to the limit. Are you ready for a real challenge?

Extra Challenges

Thought that was it, did you? Think again, friends, these final six challenges are something else entirely. Not only do they introduce one of the core gameplay elements from the *Pikmin* franchise—elemental attacks—but the overall challenge is cranked up to absolute insane levels. It's going to take all the lessons learned in those first 16 Challenges to overcome this last sextet, so good luck!

17. The Green Menace

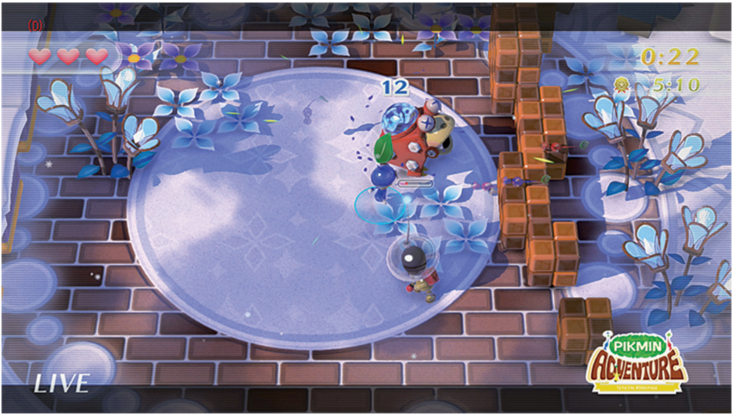
Mastery Requirement: Escape within 5:10 without taking damage.



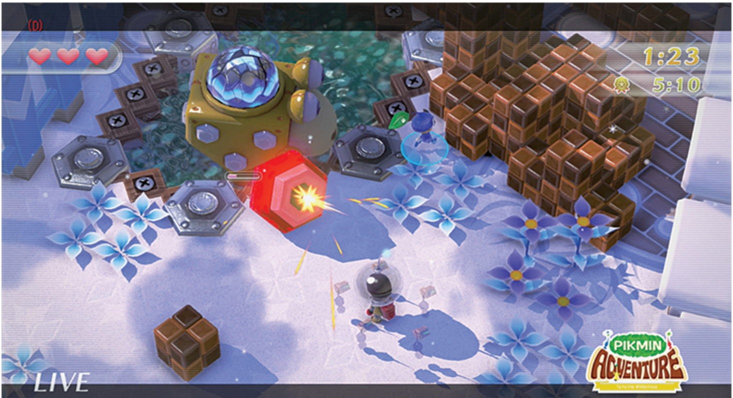
Are you ready for the first challenge? Good, because there's still plenty to learn. Get a feeling for the way elemental attacks work by tromping through this wintery wonderland filled with dangers galore.

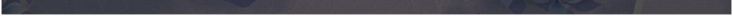
Strictly Elementary

Learning to harness the power of fire (red), water (blue), and electricity (yellow) is central to overcoming the enhanced challenge of these Extra stages. By tapping either the L or R Button (or pressing the Color Swap icon on the GamePad touch screen) to swap colors, then Olimar can leverage the strength of a like-element attack against weak spots on enemies of the same color. Remember, though, that any other color is going to diminish the strength of any attacks, so it's important to stay on top of color switching as much as possible. If all three colors are shown on the GamePad, then these are full-spectrum attacks that ensure that no matter what the element of an enemy the attacks will do moderate damage. But to really pound enemies, their color affinity must be selected first. Note that the elemental affinities of all creatures in these Extra Challenges are randomized. What you see in our screen shots may not match up with your game, and any elemental attributes described could change from one playthrough to the next.

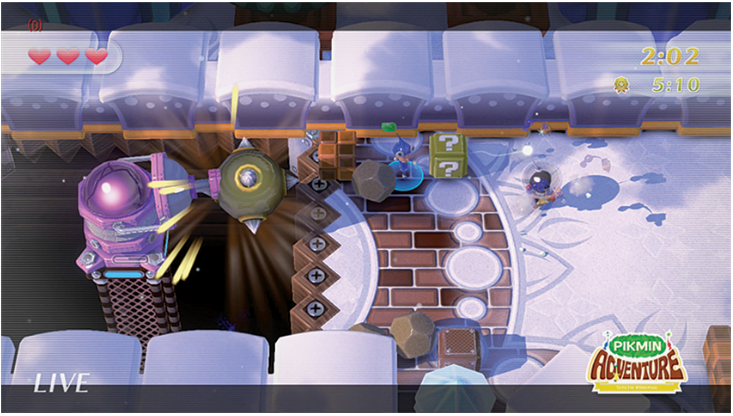


The first test of these new elemental abilities happens quickly, as soon as Olimar heads into the middle of the starting area. A DwarfBulborb attacks from the nearby bushes, rushing out in an attempt to barrel into Olimar or the Mii Pikmin. Take him down swiftly by making sure the correct element is selected, then head north to explore more.

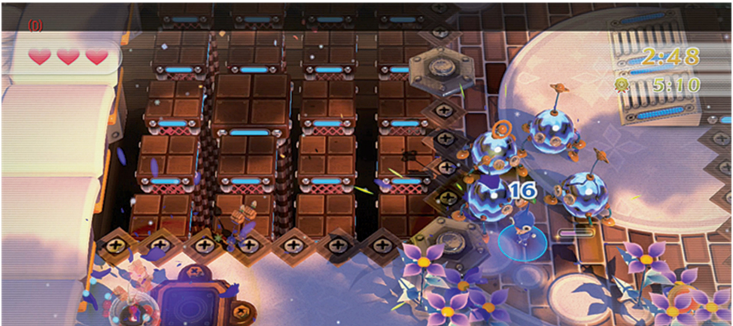




Head north, then turn east. Bulborbs decide to join the skirmish, one an elementally tuned large Feral Dwarf Bulborb, and the other two Dwarf Bulborbs, also sporting colored weak spots. Don't lose sight of the battle while juggling the colors; just concentrate on one enemy at a time, but make the most of the color affinity to do the most damage. The appearance of a small ?Block containing a Knuckle Seed and a Bomb so close together should be a clear indicator of a bigger fight up ahead, and sure enough, a massive Swift Dwarf Bulborb rushes in from the water to the north. Even with the color switching, there's really nothing better than a bomb upside a Bulborb's head, so make use of explosives to wipe out this threat early. The large ?Block that appears after doing so holds plenty of Nectar inside, so don't miss the chance to level up before moving on.



Plow through the blocks to the north and follow their path to a TelescopingPumphog just waiting for Olimar's group. Dodge or backtrack to avoid the initial attack, then scoot by and unload while the critter is reloading. Don't get cocky, though! A massive Telescoping Pumphog is waiting just to the west, and will belch out absolutely huge Spike Balls at Olimar and the Pikmin. Not only is this creature quick with its shots, it can completely destroy one of the nearby Rocks if one of the Spike Ball makes contact with it. Nevertheless, the Rocks are a great way to deal heavy damage, so dodge often and fling them in between shots. When the beast is felled, a bridge extending to a Gate is revealed, so head on into the vortex to proceed to the next section.



LIVE
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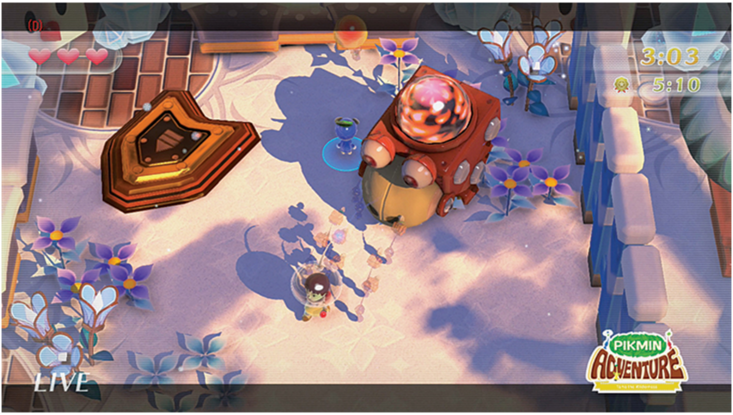
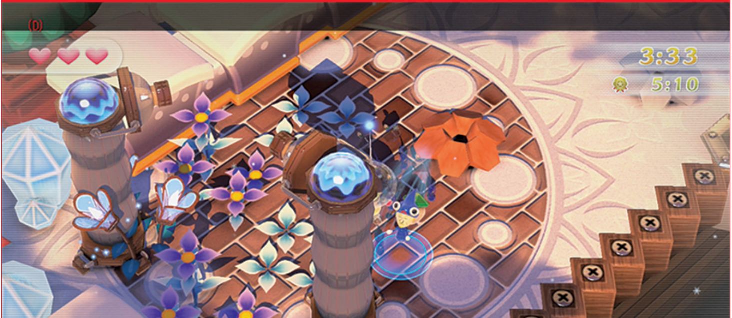
ADVENTURE

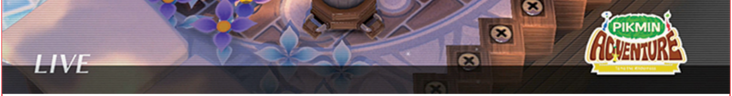
Following the snowy path up to a bridge to the northeast, Olimar and friends come across a handful of Bulborb threats that can be taken down swiftly, but be cautious when heading toward the Step Switch to the northwest. Touching it causes the pit nearby to become covered over with stones, then retract at regular intervals, and on one of them is a Telescoping Pumphog. More distracting are the half dozen or so blue-oriented Beebs headed straight for Olimar. Be careful here, especially when dodging, as the flooring can disappear, which is great for taking out pursuing enemies, but lousy if you have just dodged right on top of those squares.



Once the threats have been put down, head north past some now-retracted barriers and square off against another seriously large DwarfBulborb. Remember to swap colors, and, if you feel lucky, try luring the beast back down to where the disappearing and reappearing flooring can send him falling to his doom. That, or just let loose with some properly-attuned Pikmin to finish the job the old-fashioned way. Besting this creature yields a large ?Block with a Hammer Seed and some Nectar inside, and unlocks the nearby Jump Switch for a little high-flying trip to the next section.

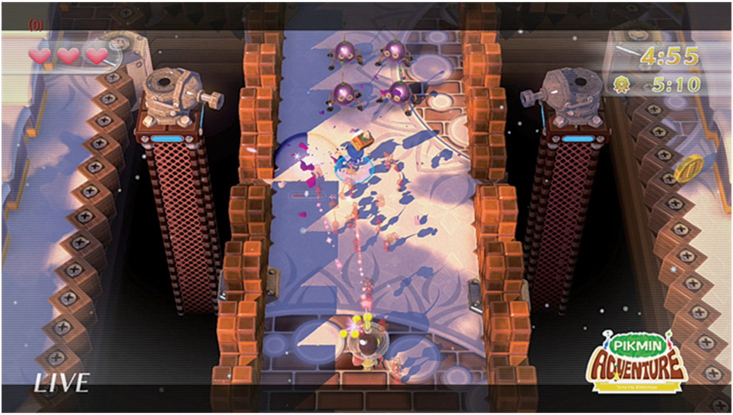
Terror From Below





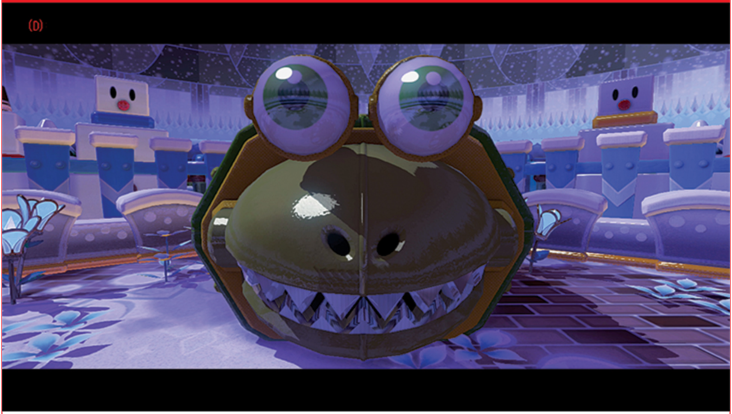
After landing from the Jump Switch bounce, be on the lookout for some Capsules dropped by a UFO. The Grounded Pumphogs might look like they've disappeared, but in reality they've just dug into the ground, only to pop up moments later to take a shot. Be ready for their attacks, which are unleashed as soon as they emerge, and strike with your own properly-oriented Pikmin after dodging. Once the coast is clear, move carefully up to the northeast and be ready to do battle with more Swift DwarfBulborbs that, when defeated, grant access to another Jump Switch behind some barriers. Smash the giant ?Block to harvest Nectar and stock up on Knuckle Seeds if desired, then go for a flying leap off the Jump Switch.

King Beeb greets the explorers as they land. With some properly-attuned Knuckle Seed attacks, however, the guy is hardly worth more than a few seconds of furious tapping. Dust him off, break any nearby blocks that strike your fancy, such as the giant ?Block that shows up after the Beeb is downed, then hop into the Gate for the final stretch of this first challenge.



After you land, head east to find a Jump Switch, but hold back to make sure everyone is ready for the fights to come. As soon as the Jump Switch flings the group to their destination, things quickly heat up. Invulnerable Pumphogs flank the small bridge, and more than a few Creepy Beebs want to tie up Olimar and company long enough for those Pumphogs to cause some damage. Don't let them. Instead push forward, getting ready to switch to yellow and blue orientations to fight off some Bulborbs. The nearby large ?Blocks hold both Nectar and Seeds, should you need to mix things up. The Knuckle Seed is a good stand-by for long-range attacks, though, so it's recommended. Hit the Jump Switch nearby for a small hop over a little wall where there are a few more ?Blocks and a Gate to the final showdown for this Challenge.

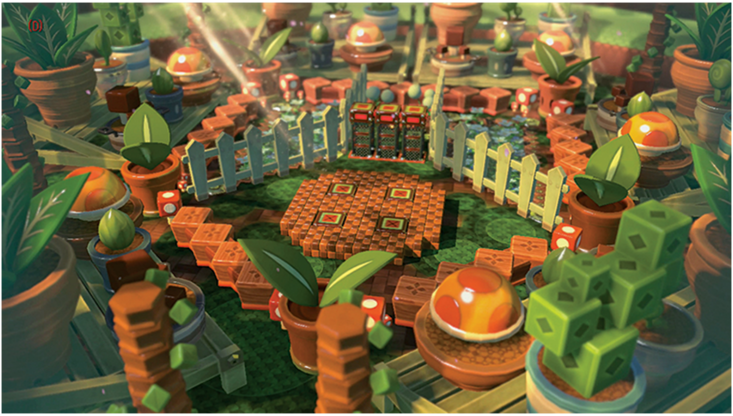
A Grand Entrance



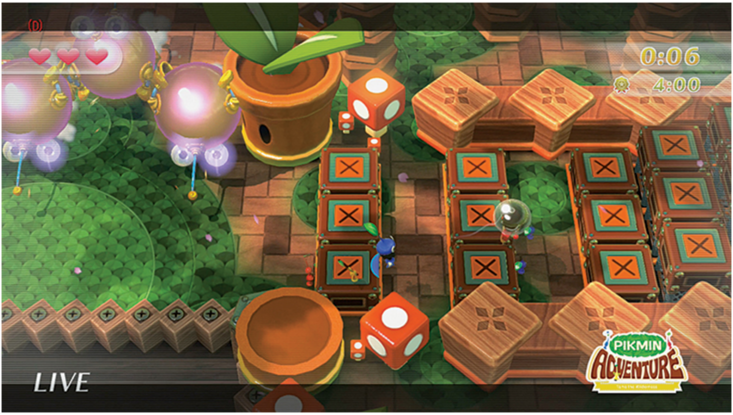
Get ready for the first of many fights in these Extra stages. He may look like the Bulblord, but this guy is actually a bit tougher. His moves are mostly the same, just executed more quickly and with less time between them. That means stomping charges, some rolling attacks, and a lunging bite that can be surprisingly quick. Hang back and dodge to get around to the weak spots on the creature's back, or use Whip Seed attacks to hit from above, but definitely keep some distance where possible. Take notice of the Rocks laying around. A lucky throw may stun him and create an opening to do huge amounts of damage before he can recover.

18. Desperate Dash

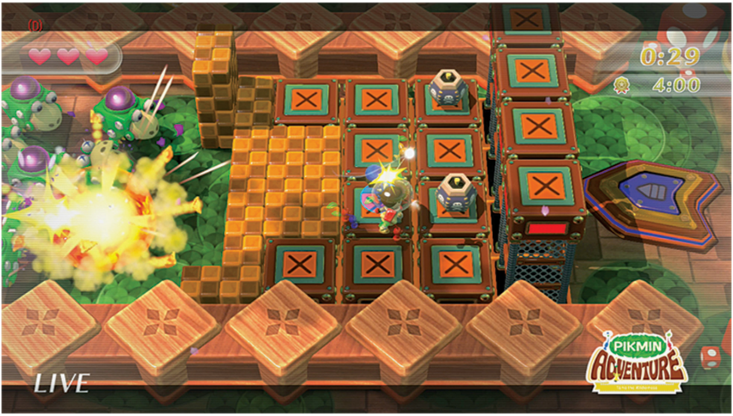
Mastery Requirement: Escape within 4:00 without taking damage.



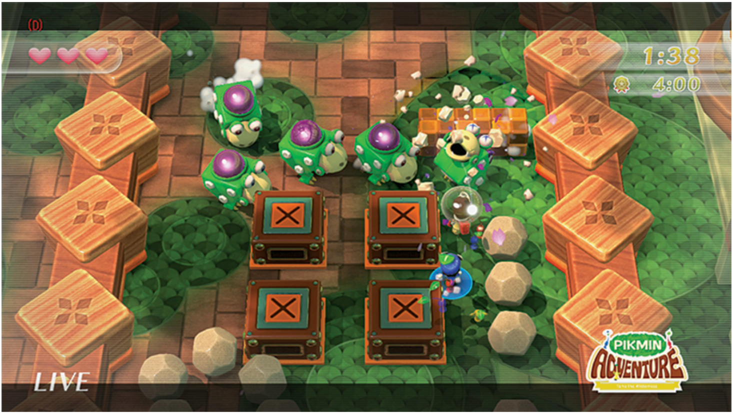
Welcome to the ultimate workout! The vast majority of this stage will be spent running from just about every enemy imaginable. Keep a clear head and look for a means of escape immediately upon entering a new section of the level.



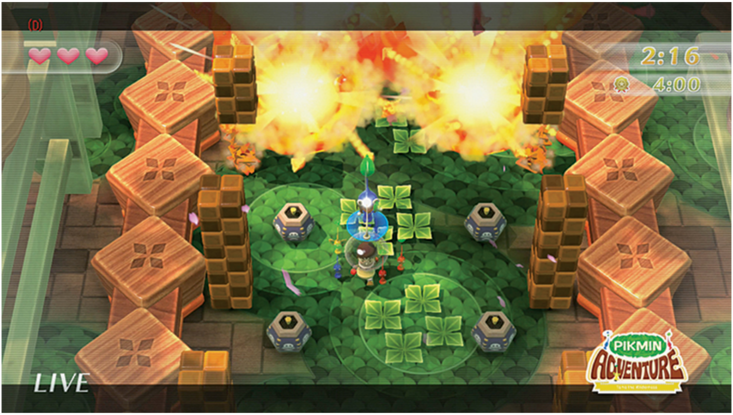
There's no time to do anything but run as soon as the stage starts. A few King Beebs tumble down from the north, forcing a hasty dash southward until you reach some low barriers to the east. Dodge-hop over them to avoid the attacks, then keep heading east. Collect all the Pikmin upon reaching the last barrier, then hop down onto a Jump Switch.



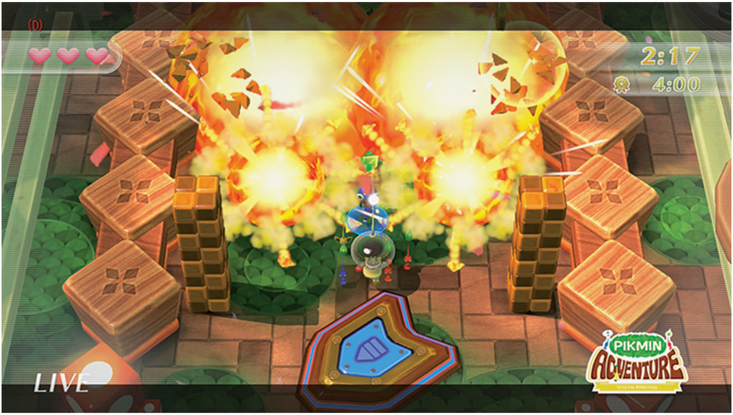
The Jump Switch deposits the group right next to an angry pack of Feral Dwarf Bulborbs. Quickly start running east, dodge-hopping over the first low wall of blocks, then carefully targeting the next wall with a single attack to leave room for a quick hop over the remaining bit of wall, then chip away at the even higher wall beyond the first two. After making a set of stairs out of the blocks, head east and wait for the Bulborbs to charge their way through most of the blocks. Grab one of the Bombs to the east and lob it into the pack. When the Bulborbs are gone, the barriers will lower and the Jump Switch activates. Quickly gather all the Pikmin as the barrier blocking the way to the Jump Switch lowers, then go for a ride.



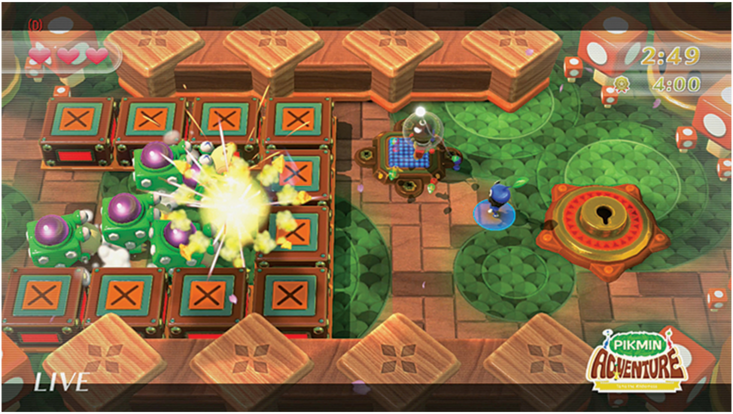
After another short hop, things start to seem a little familiar. Shake off the déjà vu and sprint east, this time pausing right in front of the Step Switch for a moment to allow the chasing Feral Dwarf Bulborbs to build up another charge, then quickly activate the Step Switch to open the floor and send the Bulborbs to their doom. Clean up any remaining stragglers, then head east again past another barrier and into a Gate.



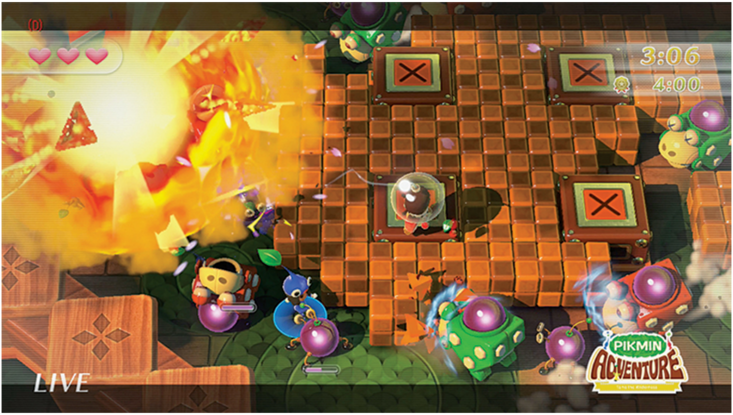
It's time for yet another dash, this time south to avoid more rushing Feral Dwarf Bulborbs. Keep running and threading through the slightly raised barriers, and grab a Rock to throw at the chasing enemies. Fell all of them similarly to lower the barriers to the south, then round up the Pikmin and step on the Jump Switch.



There's nothing like the threat of an explosive death to keep the blood pumping. After you land, start sprinting south to avoid the Bomb blasts, and recall all the Pikmin as soon as Olimar steps onto the Jump Switch to avoid getting blasted by a final set of Bombs that drop next to the Switch.



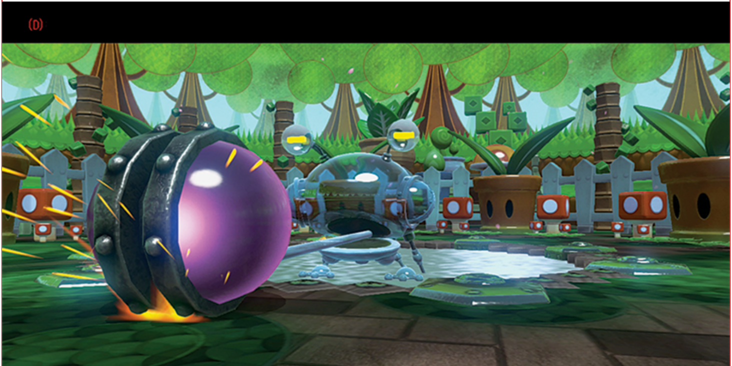
Time for more eastward running, pausing only to smash a single block to create a step over which you can dodge-hop. Quickly move to the Step Switches to lower the barriers to the east, then hop up onto the slightly elevated platform and wait a bit for the Feral Dwarf Bulborbs to catch up. Your options for destruction are twofold here: Olimar can trigger the Step Switch to drop a Bomb into the crowd, or he can do it manually by picking one up just southeast of the Switch. Either method works, but before you throw keep this in mind: those Bombs land on the Bulborbs and can be pushed back toward Olimar by the force of the charging attacks. Be sure to throw the Bomb as far into the back of the back as possible to avoid being hit and ruining your Master Rank run. All of the chasing Bulborbs must be destroyed, and doing so unlocks the Gate and a new nightmare.

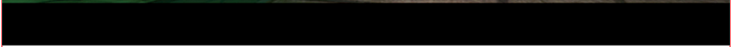


Don't let the blocks surrounding the four low barriers here instill a sense of security. The Bulborbs are dash-happy and they quickly cut through the blocks. On either side of this little arena are two large ?Blocks: the left contains a potent Bomb, and the right Whip Seeds that can help you destroy these threats. The choice is yours, though the decision may be forced by how quickly one group of Bulborbs makes it toward the barriers. Remember to dodge often to avoid attacks and get to those power-ups before the Bulborbs overwhelm this little island. When you have destroyed all of them and collected all of the Nectar they drop, smash the large ?Block to get at some Seeds (Whip or Knuckle, your choice). Then go north to enter a Gate.

Now You See Me...

Well, if it isn't our old friend the Wollywog! This one, however, is quite a bit tougher, though like the bulked-up Bulblord from the last Challenge, he follows the same basic rules. Also, like in that last boss fight, there are quite a few Rocks laying around here that can be used to stun and quickly overwhelm the boss when he moves to his free-hopping phase of the fight. The Rock must be thrown right as the Wollywog is rearing back to spit out his damaging tongue, but the rewards are well worth the risk—especially if you're gunning for that insane 4:00 Master time limit.

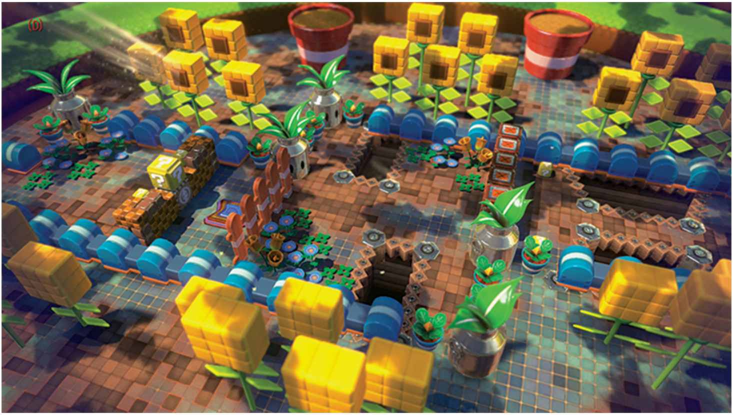




The phases of the fight are the same as the first time you encountered one of these creatures: First he tries a stationary tongue lashing (easily dodged or side stepped to allow Olimar and the Mii Pikmin to attack the ball end of his tongue to stun the Wollywog as before).After exposing the weak spots on either side of his mouth, the Wollywog then switches to moving freely, lashing out with his tongue and becoming harder to hit Stay on the move while he flings his tongue outward, then quickly grab a rock and lob it after the third tongue strike. Finally, he hops completely out of the water to pursue Olimar and the Pikmin. This last phase is particularly dangerous because the Wollywog's tongue can reach across the entire arena, so sidestepping and dodging is the only way to avoid the attacks. Try moving in a zigzagging pattern, and change directions as soon as the tongue starts to retract into the creature's mouth. Then repeat.

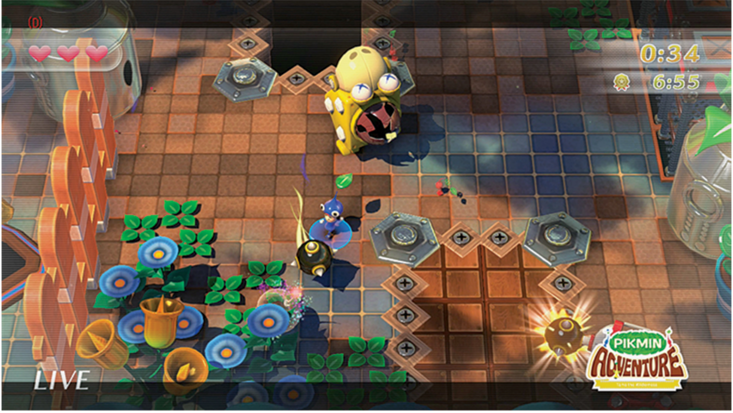
19. The Tyrant Arrives

Mastery Requirement: Escape within 6:55 without taking damage.

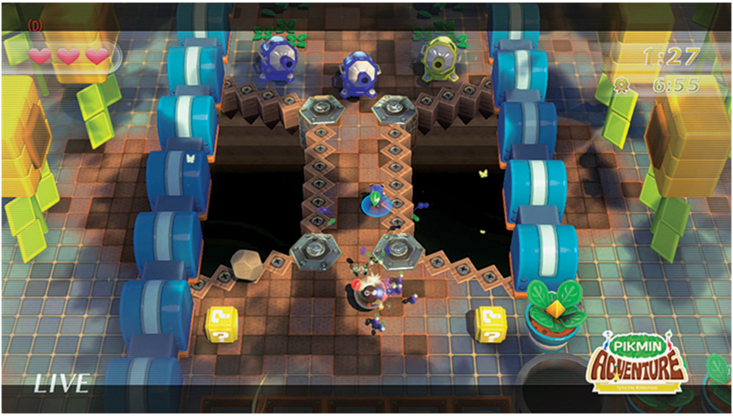


A new, dangerous threat looms at the end of this stage, and the elemental properties of enemies have once again become a constant issue. Keep that Color Swap finger ready.

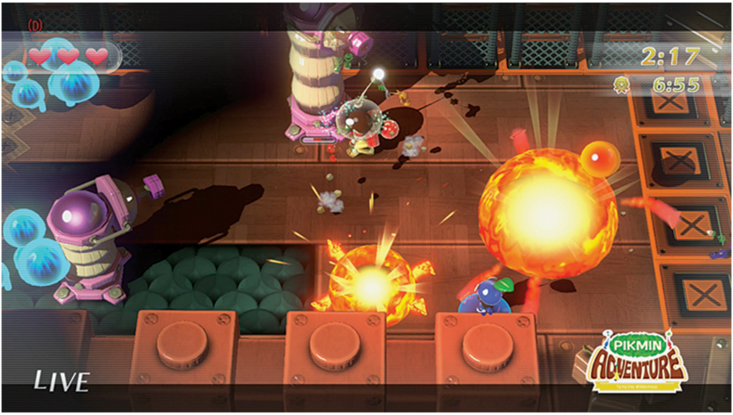
Just to the northeast of the starting position is a large ?Block with some Whip Seeds, and a couple of smaller ones with Nectar inside. Loot the contents and smash any blocks you want, then gather the Pikmin and step onto the Jump Switch to kick things off.



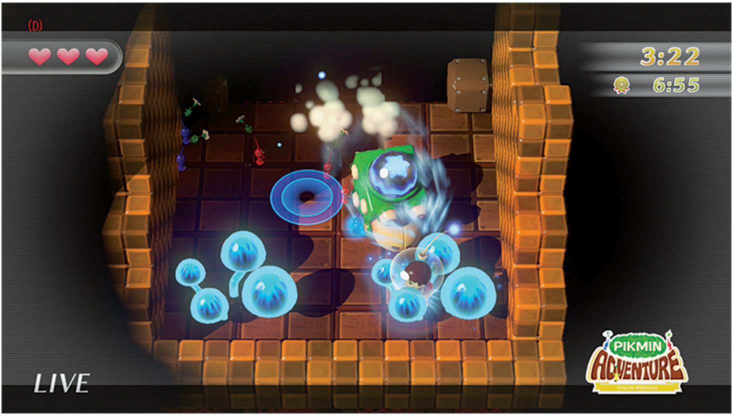
There's some comfort in the fact that both the twin Telescoping Pumphogs at the northwest and southeast corners of this area and the Swift Dwarf Bulborb in the middle of it are all that threatens this early on. Switch to the proper element and put a wallop on the Bulborb. Be sure to keep moving to avoid the Spike Balls from the Pumphogs, then go after them, one at a time. Also watch out for the disappearing floors near each of them. A huge ?Block is your reward for weathering this storm. There's plenty of Nectar inside to level up.



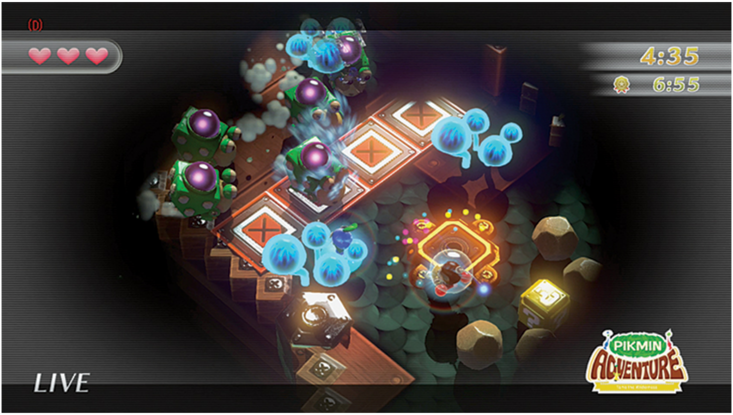
When the barriers to the east lower, don't go charging out across the nearby bridge. Three Telescoping Pumphogs are all too eager to capitalize on your lack of patience and will light up any characters that draw close. Instead, try to strafe left and right to avoid their shots, then pick up one of the Rocks birthed from the ?Blocks nearby to hurl in the towers' direction. It can be tough to make a throw through all those Spike Balls, but keep at it—you're working on one of these threats at a time. If a more direct approach is needed, keep an eye on the elemental affinities and switch to make the most of your Pikmin. It can be very easy to lose track of what color they are in the heat of this fight. A big ?Block with lots of Nectar inside is your reward for getting past this threat, and the Gate just past it allows access to a new area.



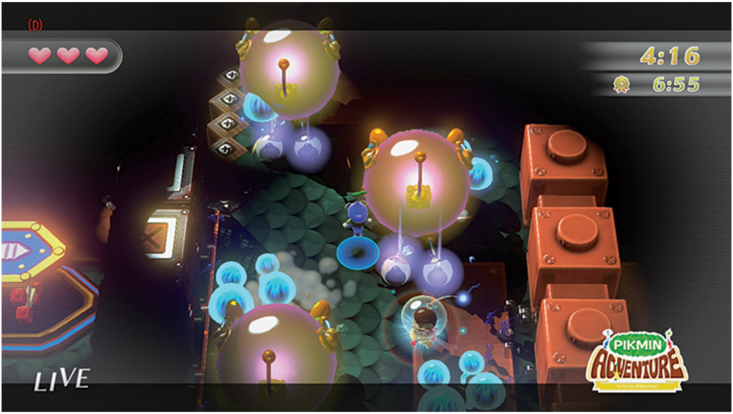
The Gate sucks Olimar and the Pikmin down into an underground level that's rampant with enemy activity. Stick to the Glowing Mushrooms while moving up the stair-like barriers to the west, right into the middle of a bunch of Telescoping Pumphogs. Thankfully, they're "only" firing Bombs, so there's a little time to maneuver and counterattack while you stay clear of the Bombs' blast radii. Continue west slowly, taking on each Telescoping Pumphog, one at a time, until you reach a bridge. Move slowly here. Wait for Bombs to be lobbed toward Olimar or the Mii Pikmin from a nearby Invulnerable Pumphog before you move away to safety farther up or down the bridge. Let the Bombs land near the Pikmin logo blocks to help clear them out of the way, then hop aboard the Jump Switch for a short ride.



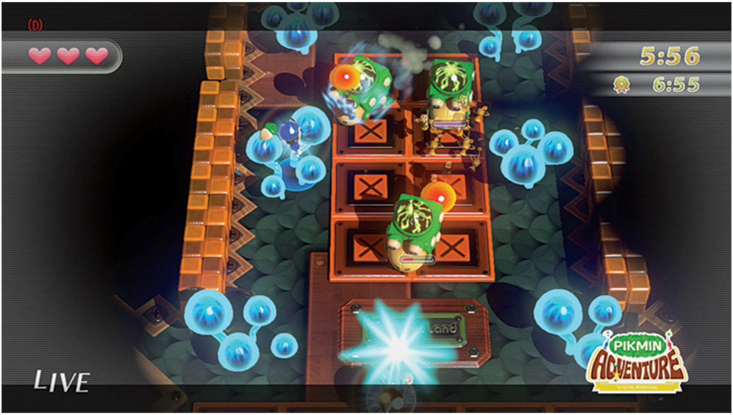
This low-light section of the stage can be extremely disorienting, so take things slowly and wait for any camera rotations to get your bearings. More pressing, however, is a steady stream of of Feral Dwarf Bulborbs waiting to attack from just past the twin Glowing Mushrooms on either side of the landing spot. Touch the Mushrooms to generate some light, then move forward a bit to get a read on what color the nearest Bulborb is. Then be ready to dodge to the left or right to avoid any surprise dashes. Continue working on the Bulborbs, as they attack one at a time, until they're cleared. Then continue north to smash a ?Block for a Coin.



You may have noticed, upon felling the last of the Bulborbs, that a few Bombs were dropped nearby and that they destroyed the block wall that used to be to the east of where you first landed. Problem is, the camera has shifted, and now that hole created by the Bombs is south. Head down, touching a Glowing Mushroom for light, and liberate the contents of the giant ? Block. Keep an eye out to the east for Bombs launched from a few Telescoping Pumphogs. Destroy them to activate the nearby Jump Switch, then gather the masses and make yet another short leap.

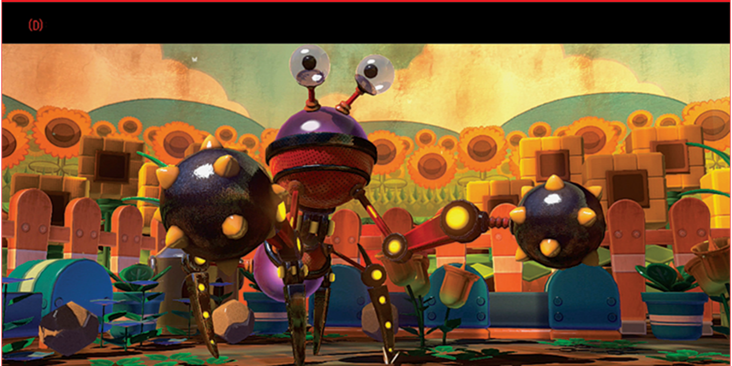


This next section is an absolute marathon of dangers, including tumbling King Beebs that you must zigzag between, Step Switches that are mired in Bombs, and a bunch of Feral Dwarf Bulborbs (thankfully not color-oriented) that wait just past a barrier after the second Step Switch. Keep pushing forward, unleashing all of your Pikmin when the Bulborbs show up, but retreat back down the path you came if you must avoid the charging enemies. When they're all gone, so too is your time on this dark floor. A Gate activates to pull you even deeper.

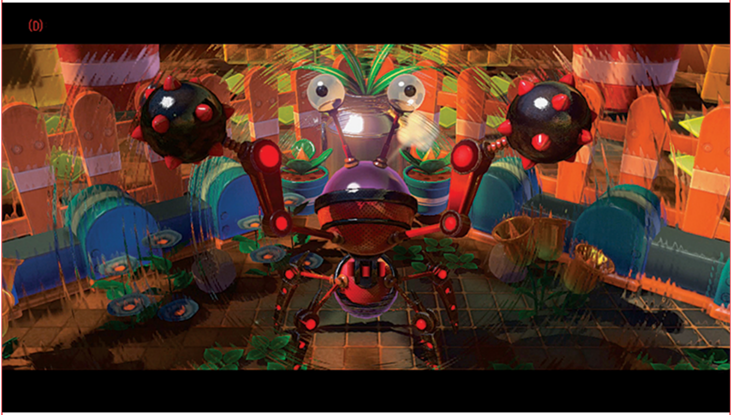


There's a bit of good news when the group finally lands in this new area: no enemies! Well, at least not for the next few seconds. Use that downtime to push north and smash up the blocks waiting there. The spoils include Nectar and the all-important Knuckle Seed that you may well need to refill. It's a good thing, too, because a bunch of color-attuned Bulborbs are just a bit more north. Take your time moving forward, and wait to see what color they are. Swap to that color to take out the target before you move to the next one dodging often to avoid their dashing attacks while trying to pick out all of one particular elemental color before moving on to the next; constant swapping here can be dangerous and time-consuming. The last thing you need right now is to get ambushed and overrun after so many battles. When you've finally taken out all of the lowly Bulborbs, a final Bilious Bulborb squares off against you. Stick to the Glowing Mushrooms to keep the light up and give the elementally-attuned enemy what for. Your rewards after all of that darkness are a Big Heart, Whip Seed, and lots of Nectar from three big ?Blocks. It's a good thing, too, because you're going to need all of those things when you step into the unlocked Gate ahead.

Oh Great



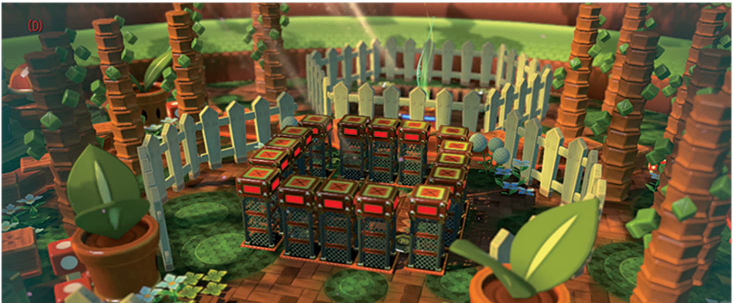
Say hello to the Greater Studded Beeb. Cosmetically, he's not terribly different from his other overgrown brethren, but the danger here is in the details. This guy's wrecking ball hands can do far more damage than the "ordinary" Bladed Beeb because of their area of effect. A simple smash becomes far more dangerous when there's an impact radius. Above all else, try to keep the Great Studded Beeb at range wherever possible. Use the Rocks laying around to inflict damage (or, if you're lucky, stun the creature so that you can pile on a bunch of damage). His attacks are largely the same as the previous Bladed Beeb: a single pounding attack, a 360-degree spin, multiple quick slams, and some very dangerous lunges.



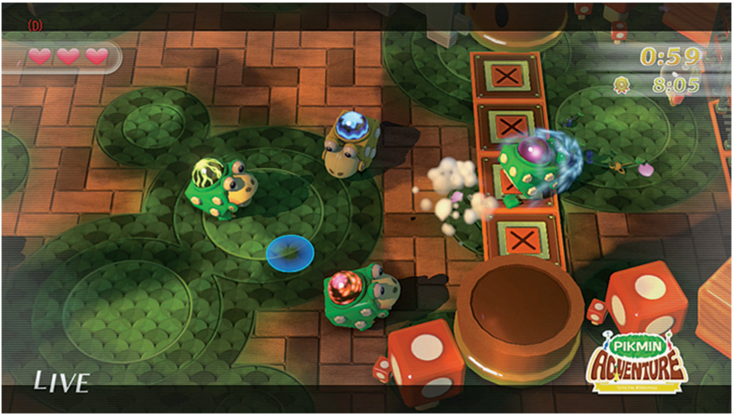
When enough damage has been done, the Beeb becomes enraged, turns red, and becomes even faster. Hang back and learn how this boss moves. Like the others, he often telegraphs his moves with a rearing stance, and many of the attacks can be dodged, which puts Olimar in a good position to counterattack, but it will take plenty of practice and familiarity with the tells to learn the proper timing of each attack. Concentrate on taking out the head first, then the lower body, to allow for maximum hit opportunities. Savor the trip back to The Ship. You've earned a slow walk to the launch pad.

20. Cage of Terror

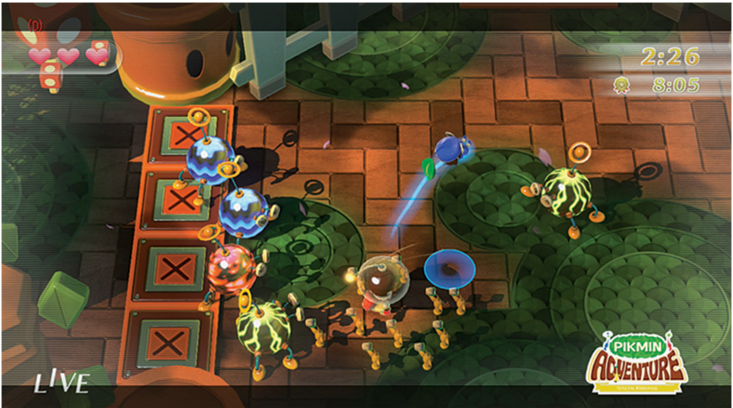
Mastery Requirement: Escape within 8:05 without taking damage.



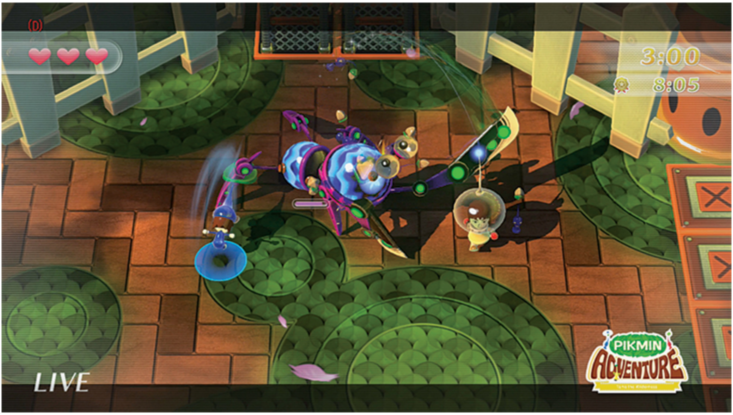
This fourth of six Extra Challenges is aptly named. Expect tons of tight, claustrophobic fighting against a seemingly endless supply of enemy threats. No pep talk here—just fair warning that this will take guts.



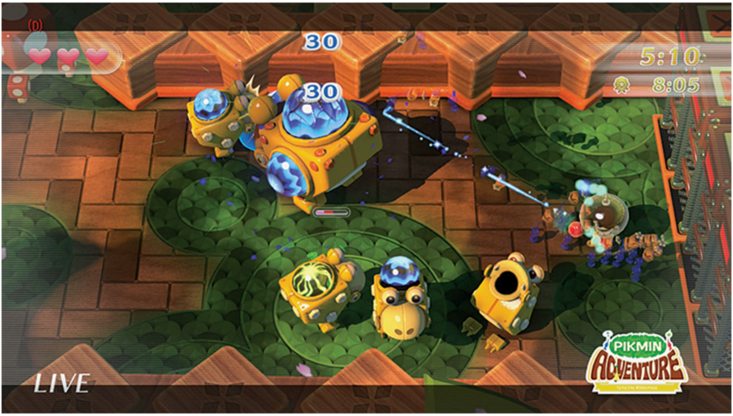
An ominous Jump Switch awaits. Hop it and get ready for one heck of a brawl. A group of color-neutral Bulborbs waits, but a Bomb is quickly tossed into their midst. Back up to avoid the blast radius, then quickly go to work to take out as many threats as possible. Before long, the barriers on the east, west, and north sides of this arena drop, and out scurries a gaggle of differently-oriented Bulborb threats. Concentrate on dealing damage to one colored group before switching elements to tackle the next. These Feral Dwarf Bulborbs are extremely dash-happy, so dodging out of the way is going to be absolutely necessary at times.



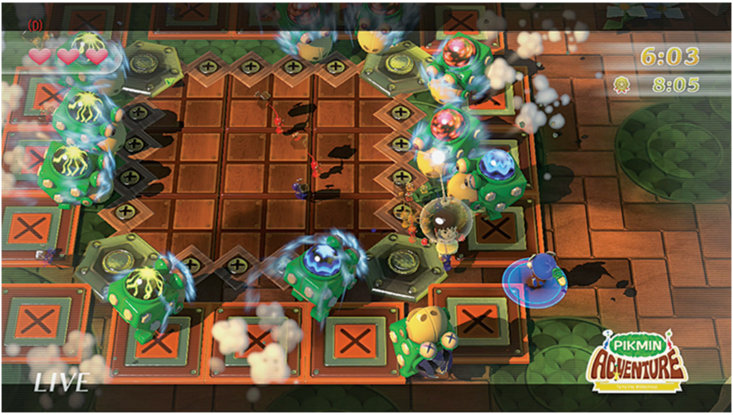
Stay constantly mobile in this fight. Pick up Nectar only when there are no enemies nearby to capitalize on the small window of inactivity should your Pikmin level up. After what feels like an eternity of Bulborb attacks, Bully Beebs enter to mix things up in a range of elemental affinities. Stick to one color to thin the crowds, and always stay on the move. When the Grounded Pumphog bursts from the earth, take note of its affinity and swap to it only when there is room to attack without a Beeb ambush. You can do this, but it takes a cool head and lots of dodging—lots and lots of dodging.



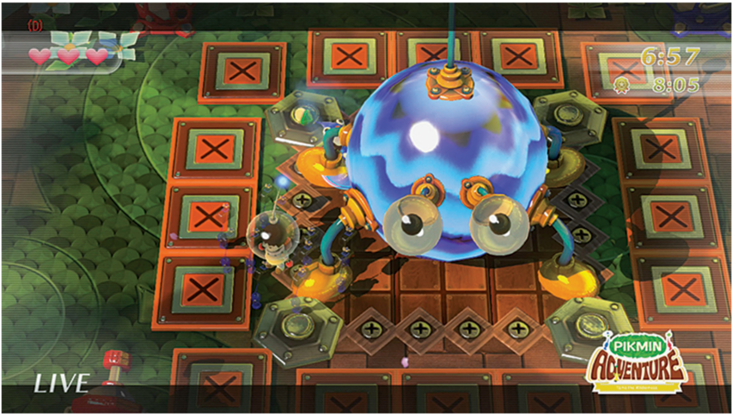
Just when it seems like things are finally cooling down, a pair of Step Switches appear. But triggering them calls the UFO to drop even more elementally-attuned Bladed Beebs. That's right, what was formerly a final boss is now just a common enemy. The Bladed Beebs' attacks should be well known by now, but that doesn't make this fight any easier. Concentrate on dodging and counterattacking with the right color. (It's amazing how easy it is to accidentally switch, so keep an eye on the color.) After you fight not one, not two, but three differently attuned Bladed Beebs, this little brouhaha is finally over. Or is it?



As the camera clearly points out, there is a Jump Switch waiting. Those looking for a little more challenge can head to the west to trigger another (thankfully shorter) fight against a handful of Bulborbs—including a Bilious Bulborb amid his Swift Dwarf Bulborb brethren, all of which can be attuned to different elemental colors. Thankfully, these creatures also cough up plenty of Nectar and a few Hearts. The big ?Block that's revealed after they're all gone offers a Whip and Hammer Seed for those interested in upgrading. Either way, extra fight or not, the northern Jump Switch awaits.

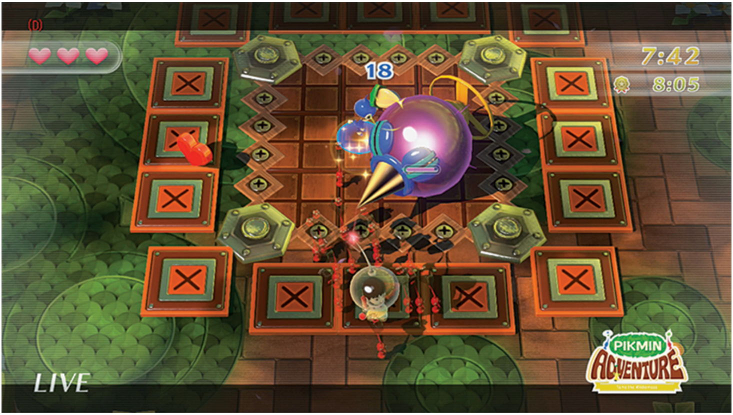


The Jump Switch catapults the group right into a waiting Gate, which then spits everyone out near another Jump Switch. This switch chucks the bundle right into the middle of the titular Cage of Terror. A few tense seconds make it seem almost as if Olimar and the crew are safe, but then the barriers come down. There's no easy way to slip past a dozen different Feral Dwarf Bulborbs, split between fire, water, and electricity, but dodging is obviously at the heart of the effort. Put distance between Olimar and the Bulborbs, then pick a color and start weeding through the targets. Stay agile here. You're nearly out of the thick of it and the Nectar that these enemies drop is potent stuff indeed. It helps the Pikmin to cross well over Level 10 and beyond.



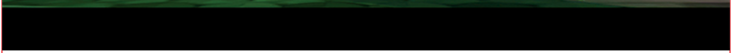
After you do away with all of the Bulborbs, the UFO returns to dispense more pain. Stick to the proper colors and pour on the attacks to make short work of both the elementally-oriented Bilious Bulborb and the Bully Beeb. Overcome the Telescoping

Pumphog by strafing around it . The elementally-charged KingBeeb coupled with a few differently-hued TelescopingPumphogs at the edge of the perimeter can make things messy. Where possible, take out the Pumphogs quickly to avoid crossfire, but stay well clear of the huge Beeb's rolling attacks. With enough punishment, it too must fall.



A giant-sized Dwarf Puffy Blowhog crashes in just to mess things up. It's not attuned to any one element, but that doesn't mean its massive size isn't a huge pain to get around. Dodge often and unload after its missed dash attempt to make the most of vulnerable moments. When the Dwarf Puffy Blowhog goes down, be ready for a elementally-oriented Bilious Bulborb tag team that finally puts an end to this slog. Scoop up all the Nectar, pop the large ?Block for some Hammer and Knuckle Seeds, then let the Jump Switch throw you into another Gate and the end boss.

The Color of Pain

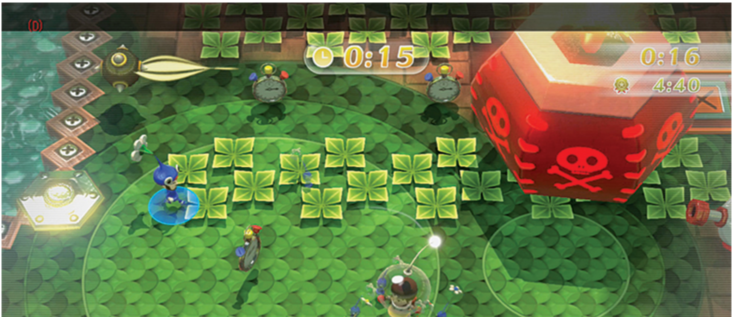


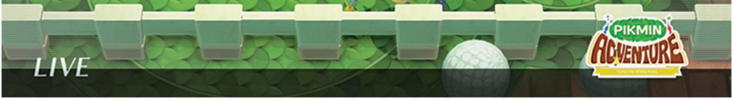
It’s time once again to experience the arduous battle that is a tango against the Pinchipede family. This time, though, it’s a Monochromatic Pinchipede. On the plus side, this boss literally has the same moves as the other Pinchipede. The minus side? It’s made up of nothing but segments that break off and turn into bladed tops that spin around during the first fight. To make matters worse, the Pinchipede is faster and more aggressive than its more colorful cousin. The result is a boss fight that will try your patience and endurance. Stay on the go as much as possible, and remember to gather the Pikmin to launch the Mii Pikmin onto the boss when his final weak point is exposed. Good luck, Captain Olimar! You’ll need it.

21. Breaking Boundaries

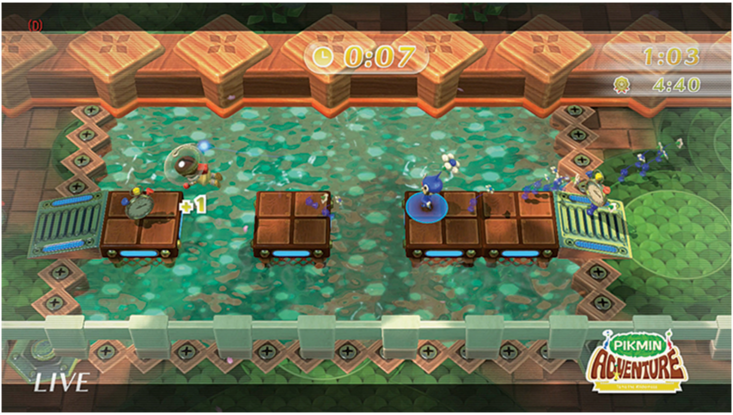
Mastery Requirement: Escape within 4:40 without taking damage.

And here you thought you could escape these Extra Challenges without a Timed Challenge. Nope, it’s here, and they saved the best for last.



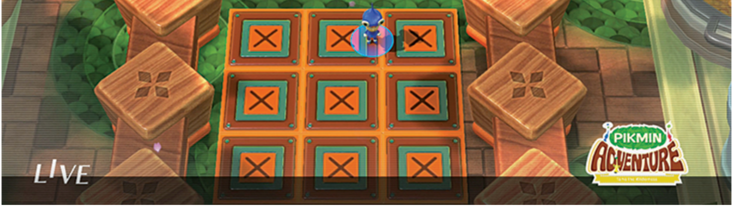


There's no time for needless combat in this Timed Challenge, so immediately head north and start following the line of Clocks to collect time. Avoid the Bombardier Beebs and keep running to draw them toward the other enemies in the area. A Bomb falls when you exit the water, which could cause a chain reaction that might damage Olimar, but it's a small price to pay to keep going. If it doesn't explode, grab the Bomb and lob it to the east toward the Telescoping Pumphogs. Tackle the remaining Pumphogs quickly and then follow the string of Clocks north and around the barriers.

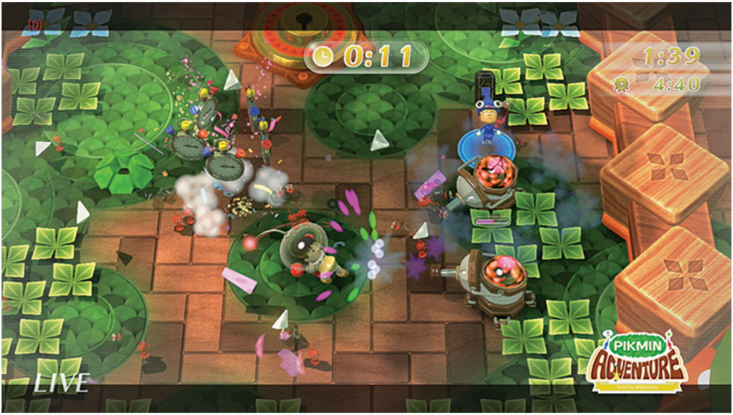


Be ready to swap colors in preparation for a lone Bulborb and then take him down. Grab the Bomb that spills from your fallen enemy and quickly throw it to the east to hit a big Swift Dwarf Bulborb lying in wait. Scoop up the Clocks he drops, then head north and grab another Bomb and lob it at the hulking Dwarf Bulborbs charging toward you. With luck, the blast will take them both out, but at the very least it should weaken them enough to let your Pikmin finish the job. Ignore the Pikmin logo block and dodge-jump across the broken bits of bridge over the water, bagging the Clocks in the process. Rush west to head into the Gate.

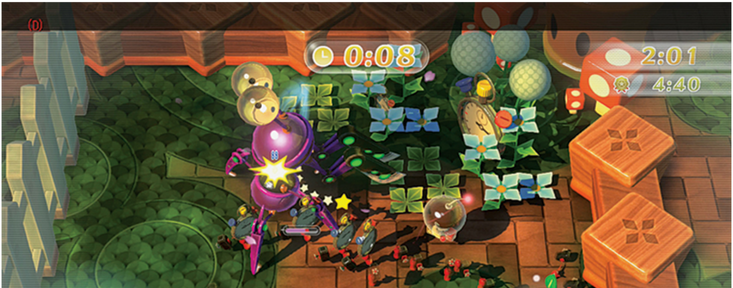
Don't even bother trying to smash through the blocks just north of where you end up after the Gate. Simply dodge-hop over them and get ready to swap to the appropriate color to add extra damage to the TelescopingPumphogs waiting on the other side. Clear them out, grab the Clocks they release, and then quickly gather the Pikmin and hit the Jump Switch to move to the next section.

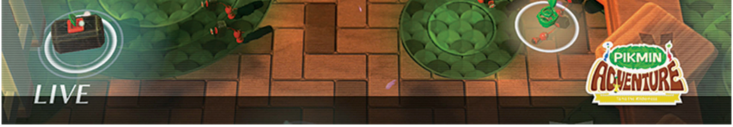


Dodge-hop up the stairs created by the uneven barriers and smash the small ?Block to reveal a Bomb. Lob it north to destroy the blocks and reveal two much-needed Big Clocks worth 10 more seconds each. Dodge-hop over the water farther north, recall all the Pikmin, and step onto the Jump Switch for another short ride.

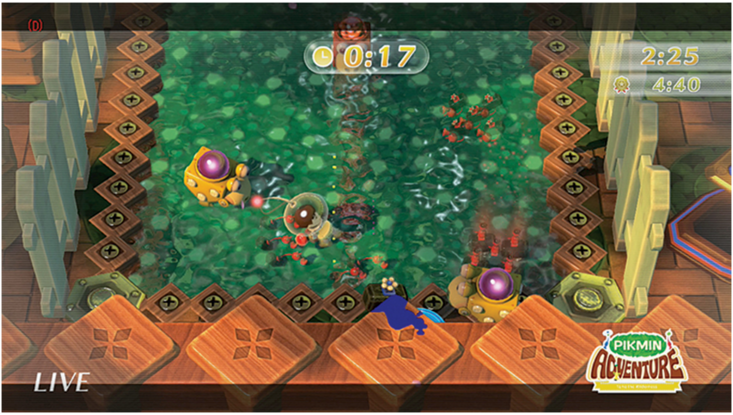


The Grounded Pumphogs in this next section can be a pain, but thankfully the small ?Block near where you land has a Hammer Seed inside. Grab it and switch to the Pumphogs' color to smash them the second they come up to attack. Grab the Clocks from each fallen enemy before you go north into the Gate.

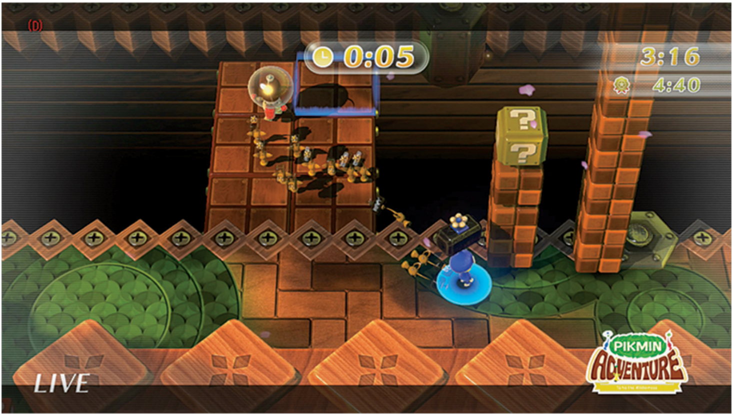




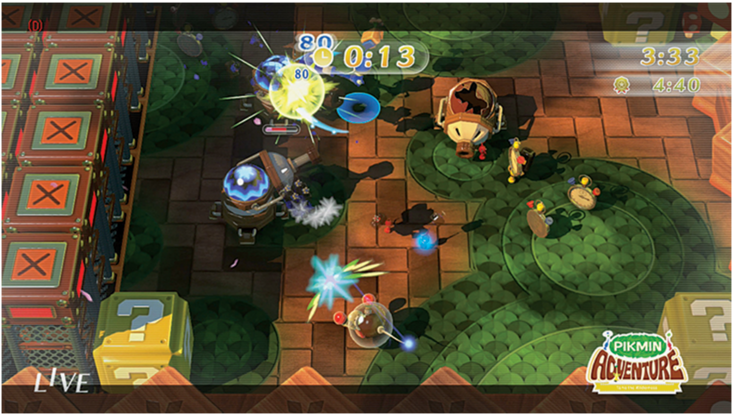
The Hammer Seed's powers come in handy in the next area. Immediately go north and start smashing both of the small ?Blocks and the Creepy Beebs running forward. Continue north to find a big Clock and use that 10 seconds to pound the heck out of the Bladed Beeb that shows up and take his Clock spoils. Only after his defeat will the Jump Switch activate. Recall your Pikmin and make the Jump.



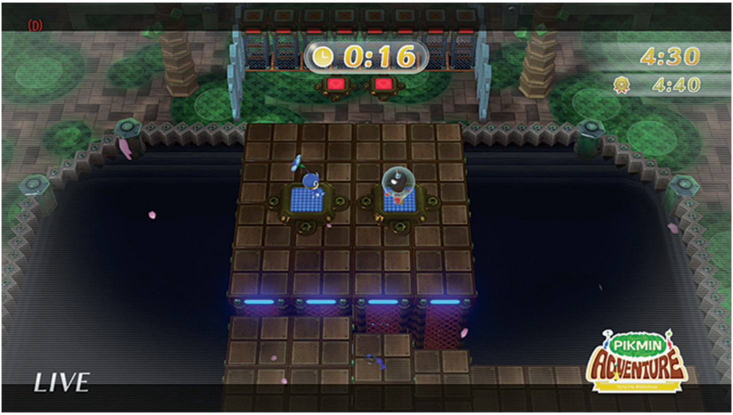
This water area can make dodging a little sluggish, but necessary since just running won't work. If possible, draw the Swift Dwarf Bulborbs northward out of the water while attacking to regain some speed, then grab the Clocks, recall the Pikmin, and hop aboard the Jump Switch.



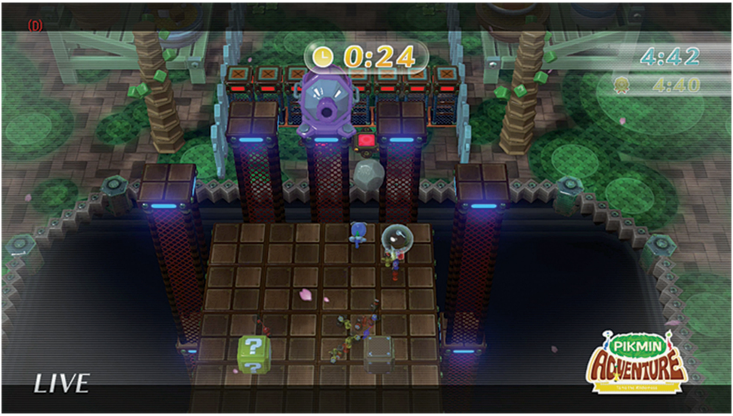
The next few sections are pure sprints. Head south, collect the Clocks, and then smash the first through fifth columns of blocks to create a bridge. Dodge-hop across the gap at the end and run into the Gate to enter the next area.



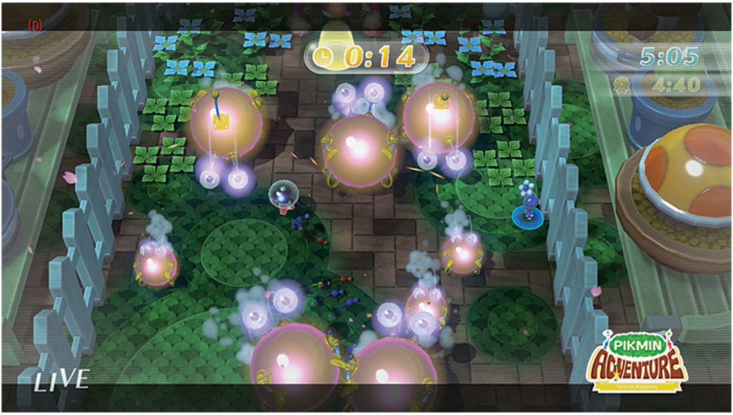
Immediately recall all the Pikmin before you race south to hit a Jump Switch, then start running east, picking up the Clocks along the way to buy more time. Dodge-hop over the unbreakable blocks and recall the Pikmin again to make the Jump Switch leap north into a group of Grounded Pumphogs. Try to concentrate on one color at a time and smash the large ?Blocks at all four corners of this area for added time and to lower a barrier. As soon as all the Pumphogs are gone, the remaining barrier will drop and open the way to a Gate.



The next area is an absolute mad dash with no enemies until you reach the very top, so don't worry about any attacks. Dodge-hop up the stairs, stopping only long enough to trigger the Step Switches before moving up the next flight. It's absolutely crucial here that you keep a steady pace. Drag firmly but swiftly across the GamePad touch screen to hop up the staircase. At the top is a pair of Step Switches that transform the platform into a shooting gallery for multicolored Telescoping Pumphogs. Use the nearby Rocks to defeat them out as quickly as possible. (The ?Blocks continually update with new Rocks.) Get ready for three more Telescoping Pumphogs to pop up to the north.



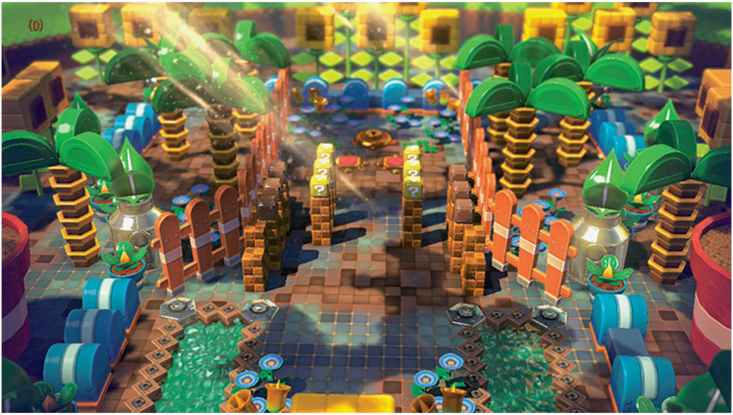
These Telescoping Pumphogs are the final combat obstacle, and are actually a bit easier than they might seem. Grab a Rock, then wait for the center Pumphog to fire and sidestep around the shot. Throw a Rock diagonally toward one of the side Pumphogs, then repeat. Finally finish off the big guy with a diagonal throw.



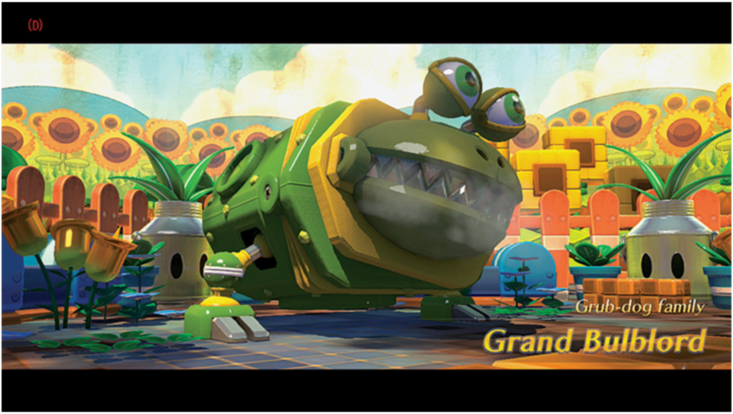
With the last of the Telescoping Pumphogs gone, race north across the bridge and then down to waiting Step Switches. Though the end is in sight, be ready for a group of Beebs to come rolling downward. Zigzag between them and race into the loving embrace of the end goal and an *S.S. Dolphin* blastoff!

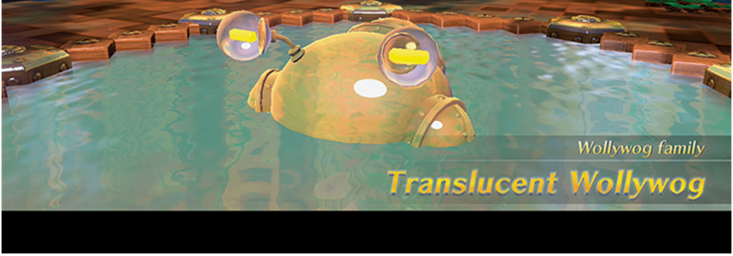
22. Good-Bye, Pikmin

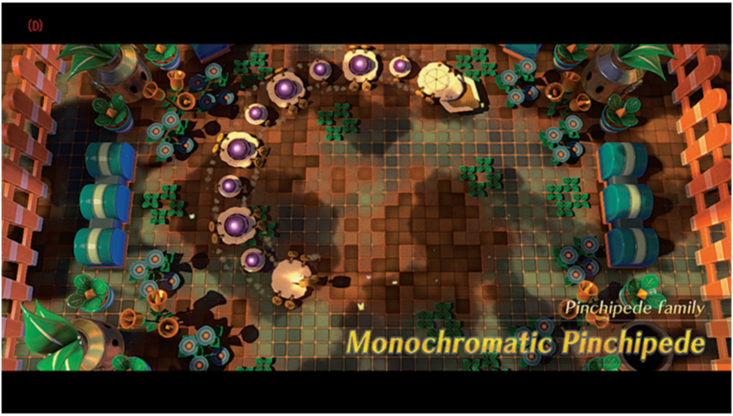
Mastery Requirement: Escape within 8:00 without taking damage.

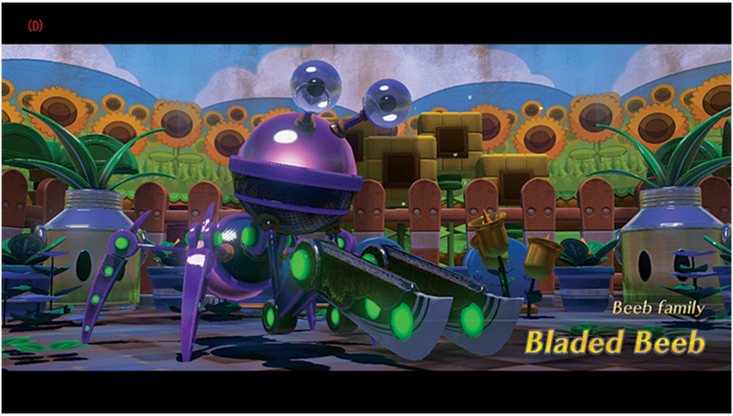


Here it is, the last *Pikmin Adventure* Challenge, and it's the mother of all Challenges. Nothing but a gauntlet of boss fights back to back to back. Are you up for it?









There's no easy way to say this, so we'll just say it: This is likely the hardest Challenge in all of *Nintendo Land* because it's a series of difficult boss fights. There are no overall strategies to consider here save for the fact that these boss battle arenas have plenty of Rocks to throw to interrupt attacks and leave the bosses dazed and vulnerable. Remember the three Ps: Patience, Perseverance, and Patterns. Don't expect to defeat all the bosses on the first go, and certainly think twice before trying to hit the Master time (that's an average of a minute and 36 seconds per boss for those keeping track) on your first try. Take the time to move through the bosses slowly, memorizing all their tells and patterns. It's the only way to make it through this in one piece. Good luck!

And with that, the Challenge adventure comes to a close, but it's not the end of the Pikmin parade!

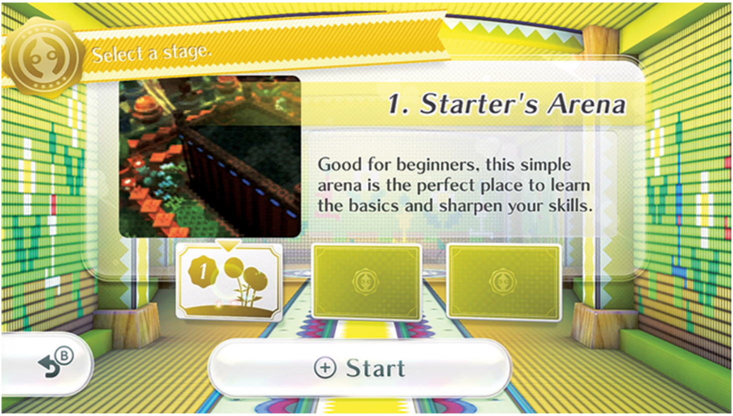
Versus

When fighting against AI opponents just won't do, turn to the arenas of Versus Mode to let out some of that aggression against friends! Versus battles have only one rule: Have more candies than the other guys when time runs out. Teams are split into two groups: Olimar and his tiny Pikmin vs. up to four Mii Pikmin that are willing to band together against the player with the GamePad. Olimar is always controlled with the GamePad, while the Mii Pikmin are always controlled with the Wii Remote. Though there is initially only one Arena available to fight in, the Starter's Arena, playing this proving ground five times unlocks the Warrior's Arena. Conquering the Warrior's Arena five times then unlocks the final battleground: Hero's Arena!

Stamps

Icon	Name	Conditions
	Candy from a Pikmin	Make Mii Pikmin drop at least 10 candies in 15 attacks.
	Clobber Olimar	Land 10 blows on Olimar with a Mii Pikmin.
	Rock Your Foes X5	Hit opponents with a Rock 5 times in a single match.
	Incredible Comeback	Achieve a miraculous comeback from a 30 candy deficit.

	Pacifist Victory	Win without attacking any opponents.



Select a stage.

1. Starter's Arena

Good for beginners, this simple arena is the perfect place to learn the basics and sharpen your skills.

General Tips—Olimar

When you play as Captain Olimar, the full might of a tiny Pikmin army is in your hands. Make the most of that by combining Olimar's close-range melee attacks and the Pikmin ability to both distract other Mii Pikmin and attack enemies. Remember, candies are the ultimate goal, so the player closest to an enemy that's beaten is often the one that pockets the candy. There's no Nectar here to help level up, so make the most of the Pikmin you have; Olimar gets 8 Pikmin when there are just two players and 15 when there are three!

General Tips—Mii Pikmin

A single Pikmin would have a heck of a time overwhelming Olimar. That's why it's extremely important to try to grab multiple friends to take on whoever has the GamePad. Since all of the Mii Pikmin share a combined pool of candies, it's quite possible to spread out the spoils and still come out on top. Consider campaigns of harassment in which one Mii Pikmin keeps Olimar busy with attacks while the others hunt for candies.

Team Attractions
Metroid Blast

METROID BLAST
Deep-Space Shootout

The Galaxy's Greatest Bounty Hunter Returns

The galaxy is overflowing with dark, dangerous threats, and when trouble comes calling, there's only one person for the job: Samus Aran. When Samus Aran isn't available, there can be only one other person for the job: your Mii! Thankfully, stepping into the shoes of one of the galaxy's biggest champions is easier than most would imagine, and when your Mii is given the reins of the Gunship on top of all that? There isn't a low-down, no-good space pirate left that isn't quaking at least a little in their boots. That's a good thing because to overcome the 30 different Assault Missions *Nintendo Land* has set up, it's going to take plenty of firepower and more than a little luck.

Presented from two different perspectives, the various *Metroid Blast* offerings let you shoot it out on ground level, gunning down targets with pinpoint accuracy, or from the increased altitude of the Gunship. Both perspectives have strengths and weaknesses, and if playing with friends they can even be combined in cooperative or competitive challenges. Now who's ready to take down some Zebesian bad guys?

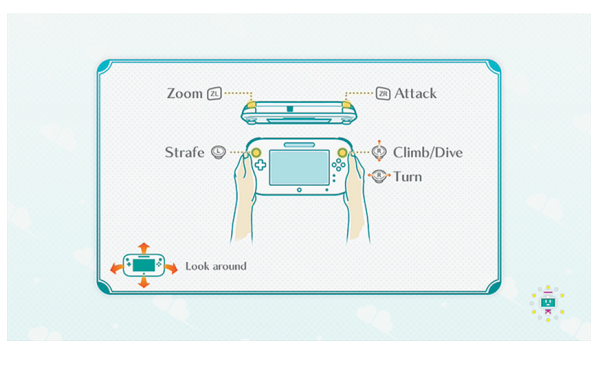
Origin Story: Metroid

Imagine the surprise of seeing what Samus Aran really looked like outside of the suit for the first time. Gamers that were lucky enough to have made it through choose-your-own-path adventure gameplay of the original *Metroid* on the Nintendo Entertainment System all the way back in 1986 were in for a shock: if the entire game was completed in under three hours (no small feat considering the size of planet SR388 where the game took place), Samus would step out of the suit to reveal the person inside. This mute, rough-and-tumble bounty hunter was a woman. Although the identity of Samus was surprising, it was the completely nonlinear world and emphasis on open exploration that made *Metroid* such a big deal. Whereas platformers at the time were concerned with moving players from Point A to Point B, *Metroid* plunked players down on an alien world and told them simply to explore in any direction they wished. The use of multiple power-ups that would unlock new areas in previously-visited sections has become such a staple of action/adventure games that *Metroid* is invariably brought up as a comparison to this day. With such a solid base of exploration and action, it's hardly a wonder that Samus and *Metroid* as a series are one of Nintendo's greatest franchises.

Controls

GamePad Controls

Move/Strafe	Tilt Left Stick left or right
Turn	Tilt Right Stick left or right
Change Altitude	Tilt Right Stick up or down
Boost	Press the Left or Right Stick down
Aim	Move GamePad or Tilt Right Stick
Zoom Aim	L or ZL Button
Fire	R or ZR Button
Fire Missile	Hold R or ZR Button to charge until reticle fills, then release



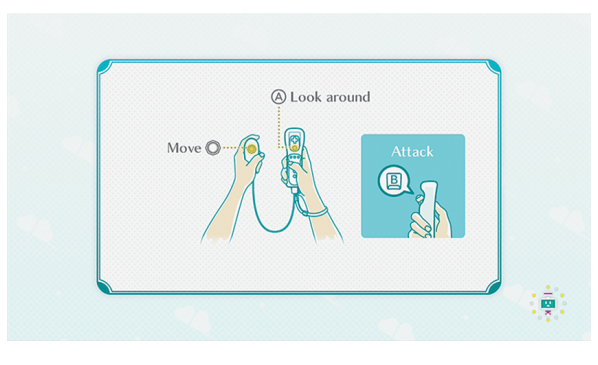
Whosoever commands the GamePad controls one of the greatest ships in the known galaxy. Samus's Gunship is a zippy, high-powered attack craft that is more than capable of taking on multiple threats simultaneously. To do so, though, your Mii will have to harness the various means of guiding the ship around any given level. Start with left and right lateral movement, which is mapped to the Left Stick. With a simple tilt, the Gunship is able to strafe left or right of wherever you're looking. To change that aim, simply move the whole GamePad, tilting it as needed to make fine adjustments. To turn the ship completely, tilt the Right Stick left or right, and to fly up or down, just press the corresponding direction on the Right Stick. It can take a little getting used to, the idea of climbing and diving on one thumb, while the other simply strafes, but it quickly becomes natural and allows for extremely quick, precise aiming. To fire, tap the ZR Button, and for far away targets, hold the ZL Button to zoom in. Holding the fire button charges up the Gunship's rockets, and releasing once the circular reticle has completely filled lets loose a slow-moving but extremely powerful blast.

The Whole Package

Please note that Metroid Blast requires both a Wii Remote Plus (or a Wii Remote with Wii MotionPlus accessory) and the Nunchuk for any on-foot sections. This includes the Assault Mission, Surface-Air Combat, and Ground Battle Modes.

Wii Remote Plus Controls (Samus Character)

Move	Tilt Control Stick
Dodge	Shake Wii Remote Plus
Aim	Use Wii Remote Plus to move targeting reticle
Zoom Aim	Hold C Button
Look	Hold A Button and move Wii Remote Plus
Fire	B Button
Bomb	Hold B Button to charge until reticle fills, then release
Morph Ball	Hold Z Button



Just because your Samus character is confined to the ground while wearing the Power Suit, it hardly means you are at a disadvantage. Ground-level players have all the firepower of the Gunship, but slightly less mobility due to that pesky gravity thing. Thankfully, you're given the same measure of precise control. Hold the C Button on the Nunchuk to zoom your aim and move the targeting sights with the Wii Remote Plus pointer. To look around freely, hold the A Button and aim as if you were targeting something. Ground troops can move forward, back, and strafe left and right all with the Control Stick on the Nunchuk as well, while firing requires tapping the B Button (for normal shots) on the Wii Remote Plus or holding it to charge up a bomb. To duck into Morph Ball form for faster (and lower-profile) movement, hold the Z Button. Bombs can also be dropped in Morph Ball form as normal. In the hands of experienced bounty hunters, this combination of smooth analog movements and pinpoint aiming can lead to precision sniping, fast reactions, and, thanks to the Power Suit's ability to dodge incoming attacks, plenty of options for getting out of danger in a hurry.

Assault Mission

With a huge number of challenges, the Assault Missions will serve as both training ground and test of mettle for more than a few hours. *Metroid Blast's* varied locales and objectives mean your Samus character will be able to explore fiery pits, icy caves and everything in between. Start by learning the ins and outs of piloting the Gunship with the GamePad, but don't forget to give the Wii Remote Plus a go too (preferably while helping friends on their own Assault Missions) to make sure you're ready for the head-to-head modes against your buddies. Be ready for multiple boss fights against some of the deadliest foes Samus has ever come across and of course her old friend the life-sucking (but not necessarily evil) Metroids themselves.

As these are simple arenas, this section of the *Nintendo Land* guide won't offer step-by-step instructions on how to pass each and every Assault Mission, but it will absolutely give you the tools to finish them in your own way. Don't be afraid to experiment with the various strategies in the pages to come; many of them can be used to complement other players who might be struggling—or can be used in competitive modes to get that extra edge.

A Numbers Game

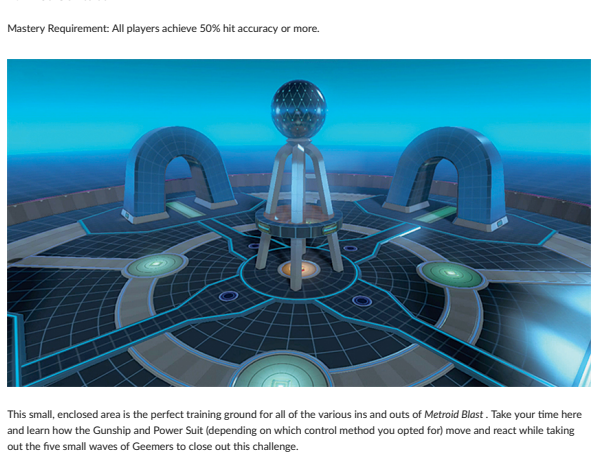
Unlike the other Team Attractions in Nintendo Land, Metroid Blast doesn't force players to share a common pool of life. Instead, each player's current number of remaining life is shown on their back. If a player happens to get hit enough times to drop this number to zero, they are trapped in zero-suit Samus mode and will not be able to attack. Instead, they are given a flashlight so other players can help locate them, and must find and touch an item, such as a heart-shaped life, to jump back in the fight. If all players' life is reduced to zero, the Mission will end. Keep a close eye on your remaining life to avoid being defeated; it's much easier to lose life than you might think when in the midst of a heated shootout or while squaring off against a difficult boss.

Stamps

Icon	Name	Conditions
	100 Enemies Down	Defeat 100 enemies total.
	In the Belly	
	of the Beast	Get inside a huge enemy's body.
	Boss Blaster	Defeat the final boss.
	Master Bounty Hunter	Finish all missions (including Extra missions).
	Mission	
	Accomplished	Earn Master Rank on all missions.

1. First Contact

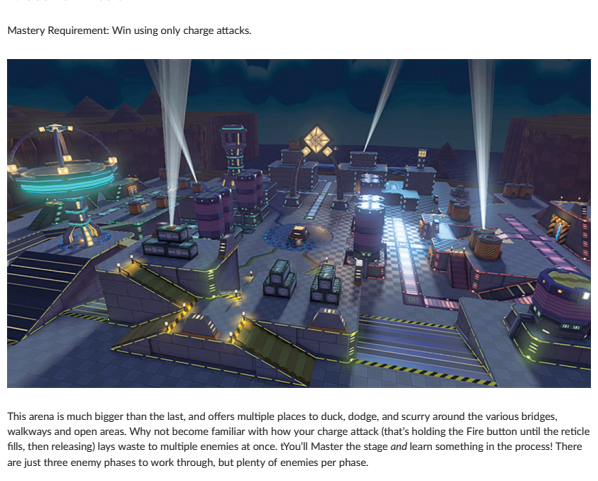
Mastery Requirement: All players achieve 50% hit accuracy or more.



This small, enclosed area is the perfect training ground for all of the various ins and outs of *Metroid Blast* . Take your time here and learn how the Gunship and Power Suit (depending on which control method you opted for) move and react while taking out the five small waves of Geemers to close out this challenge.

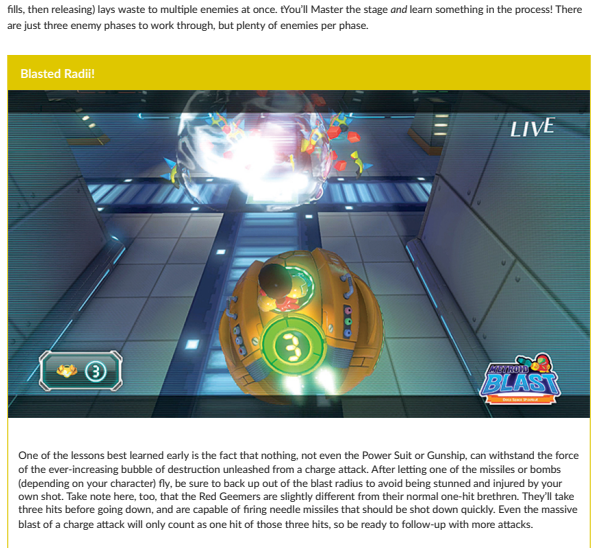
2. Geemer Invasion

Mastery Requirement: Win using only charge attacks.



This arena is much bigger than the last, and offers multiple places to duck, dodge, and scurry around the various bridges, walkways and open areas. Why not become familiar with how your charge attack (that's holding the Fire button until the reticle fills, then releasing) lays waste to multiple enemies at once. (You'll Master the stage and learn something in the process! There are just three enemy phases to work through, but plenty of enemies per phase.

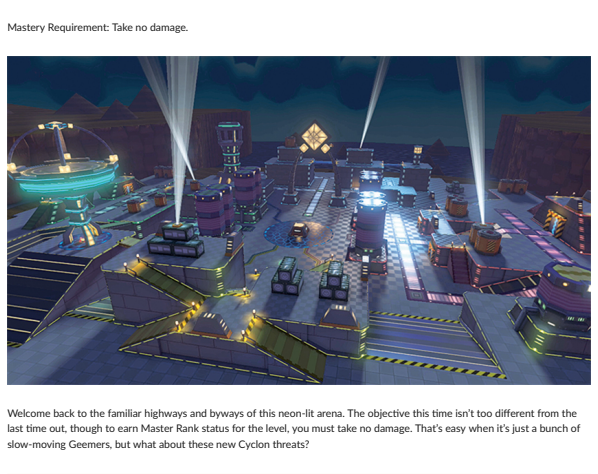
Blasted Radii!



One of the lessons best learned early is the fact that nothing, not even the Power Suit or Gunship, can withstand the force of the ever-increasing bubble of destruction unleashed from a charge attack. After letting one of the missiles or bombs (depending on your character) fly, be sure to back up out of the blast radius to avoid being stunned and injured by your own shot. Take note here, too, that the Red Geemers are slightly different from their normal one-hit brethren. They'll take three hits before going down, and are capable of firing needle missiles that should be shot down quickly. Even the massive blast of a charge attack will only count as one hit of those three hits, so be ready to follow-up with more attacks.

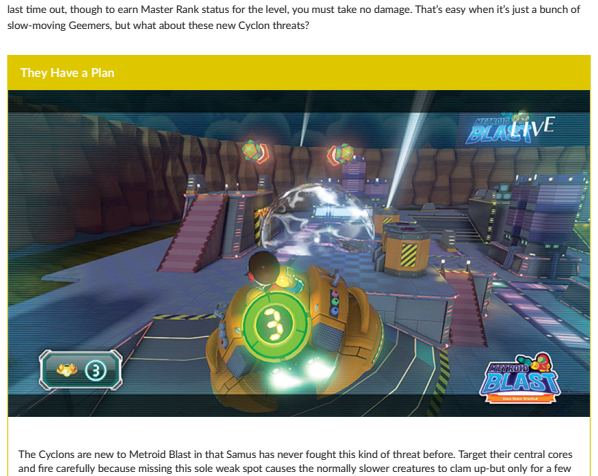
3. Approaching Cyclons

Mastery Requirement: Take no damage.



Welcome back to the familiar highways and byways of this neon-lit arena. The objective this time isn't too different from the last time out, though to earn Master Rank status for the level, you must take no damage. That's easy when it's just a bunch of slow-moving Geemers, but what about these new Cyclon threats?

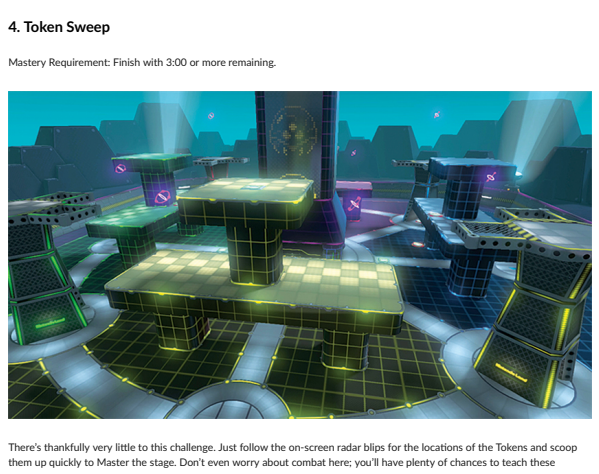
They Have a Plan



The Cyclons are new to Metroid Blast in that Samus has never fought this kind of threat before. Target their central cores and fire carefully because missing this sole weak spot causes the normally slower creatures to clam up-but only for a few seconds before they spring back open and whirl toward your Samus character. Take aim once again at the central weak point and make this second chance count. If the Cyclon makes contact with your Mii, that's a lost life—and a lost chance at Mastering this stage!

4. Token Sweep

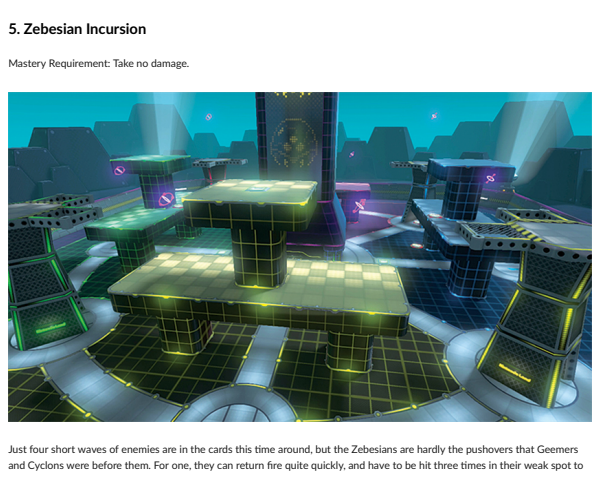
Mastery Requirement: Finish with 3:00 or more remaining.



There's thankfully very little to this challenge. Just follow the on-screen radar blips for the locations of the Tokens and scoop them up quickly to Master the stage. Don't even worry about combat here; you'll have plenty of chances to teach these creatures a lesson soon enough.

5. Zebesian Incursion

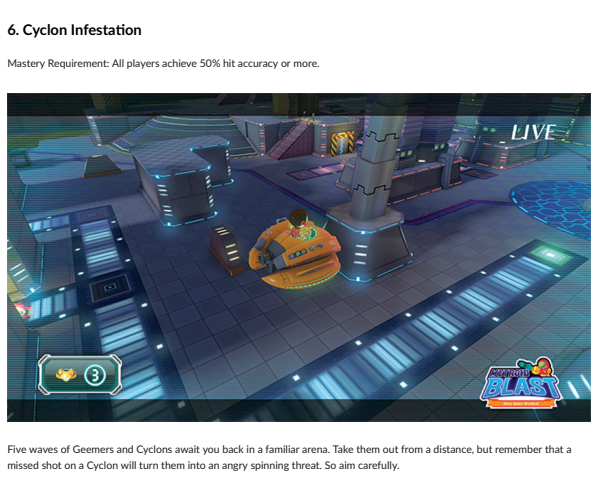
Mastery Requirement: Take no damage.



Just four short waves of enemies are in the cards this time around, but the Zebesians are hardly the pushovers that Geemers and Cyclons were before them. For one, they can return fire quite quickly, and have to be hit three times in their weak spot to finally keel over. Engage them from long range where possible and try to duck behind a bit of cover to avoid any return fire. Mastering this challenge will be a breeze.

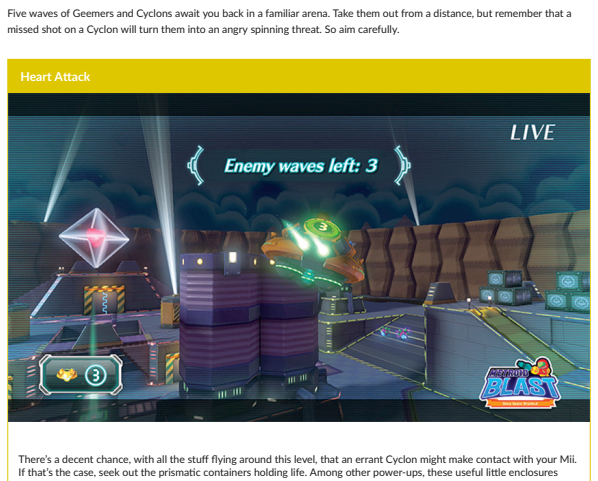
6. Cyclon Infestation

Mastery Requirement: All players achieve 50% hit accuracy or more.



Five waves of Geemers and Cyclons await you back in a familiar arena. Take them out from a distance, but remember that a missed shot on a Cyclon will turn them into an angry spinning threat. So aim carefully.

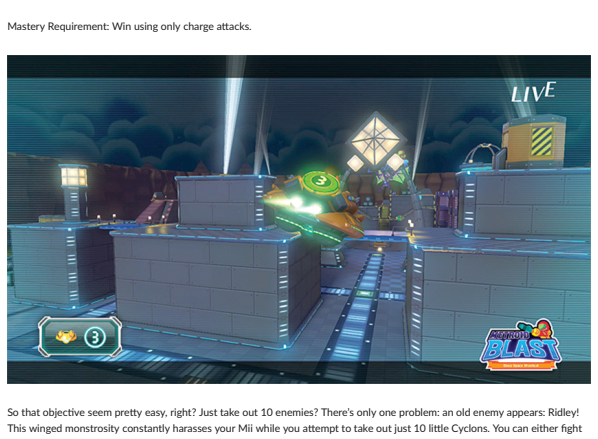
Heart Attack



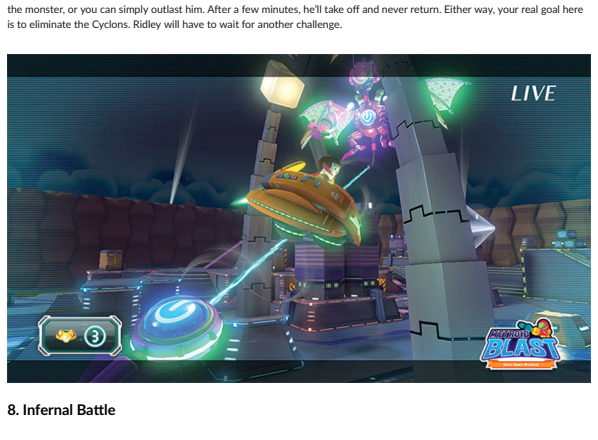
There's a decent chance, with all the stuff flying around this level, that an errant Cyclon might make contact with your Mii. If that's the case, seek out the prismatic containers holding life. Among other power-ups, these useful little enclosures hold the means to getting back to fighting strength. While in the Gunship, you need only fly into one of the crystalline containers to grab the contents, but on foot in the Power Suit, you'll have to pop them open with a well-aimed shot first. Other power-ups include a Rapid-Fire Helmet, which gifts a much faster firing rate that is great for clearing crowds, a shield-like Barrier that absorbs attacks until it runs out, and a Radar that can help locate enemies. Picking up the Mystery Item (designated by a large rotating ?) rewards you with one of these power-ups at random.

7. Destroy 10 Cyclons

Mastery Requirement: Win using only charge attacks.

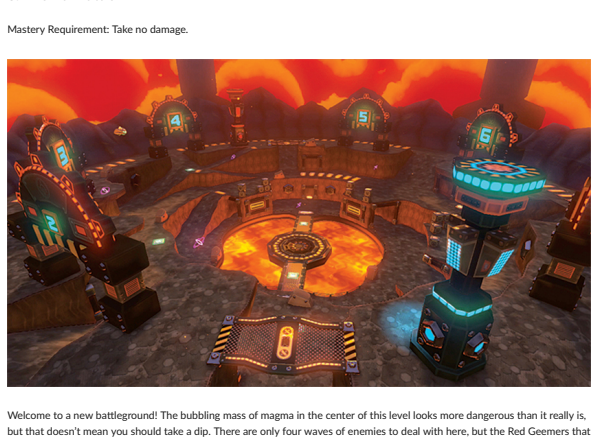


So that objective seem pretty easy, right? Just take out 10 enemies? There's only one problem: an old enemy appears: Ridley! This winged monstrosity constantly harasses your Mii while you attempt to take out just 10 little Cyclons. You can either fight the monster, or you can simply outlast him. After a few minutes, he'll take off and never return. Either way, your real goal here is to eliminate the Cyclons. Ridley will have to wait for another challenge.



8. Infernal Battle

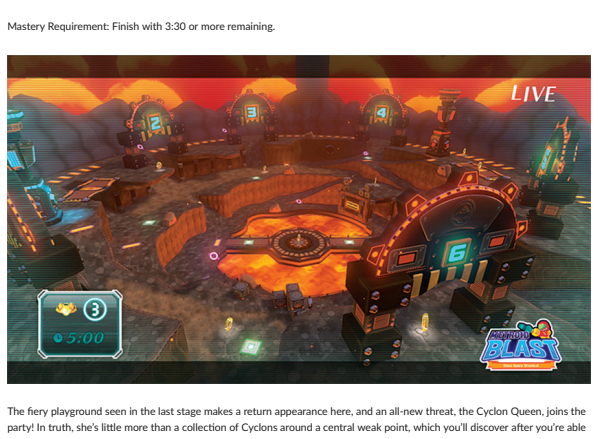
Mastery Requirement: Take no damage.



Welcome to a new battleground! The bubbling mass of magma in the center of this level looks more dangerous than it really is, but that doesn't mean you should take a dip. There are only four waves of enemies to deal with here, but the Red Geemers that can return fire have a way of sneaking in those slow-moving missiles, so stay on the move. Be on the lookout for sniping Zebesians in the later waves, and try to skirt the outside of the level to avoid their shots if you're in the Gunship.

9. Cyclon Queen's Tokens

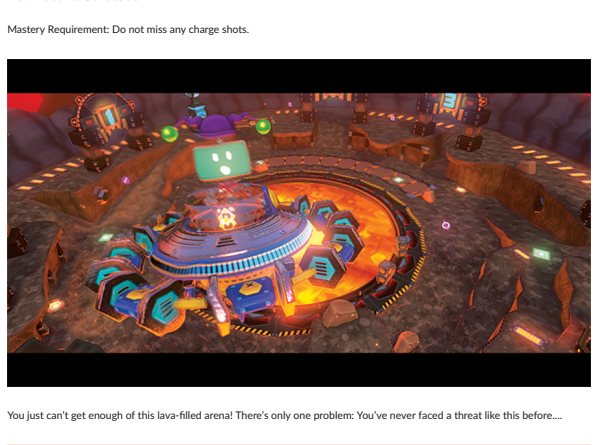
Mastery Requirement: Finish with 3:30 or more remaining.



The fiery playground seen in the last stage makes a return appearance here, and an all-new threat, the Cyclon Queen, joins the party! In truth, she's little more than a collection of Cyclons around a central weak point, which you'll discover after you're able to destroy the entire group surrounding her. You'll get the chance to fight her again, so if going for a Master rank on this stage, just make a beeline for the Tokens scattered all around. Use your radar if necessary to locate any missing Tokens. (They're scattered around the outer and inner circles of this stage.)

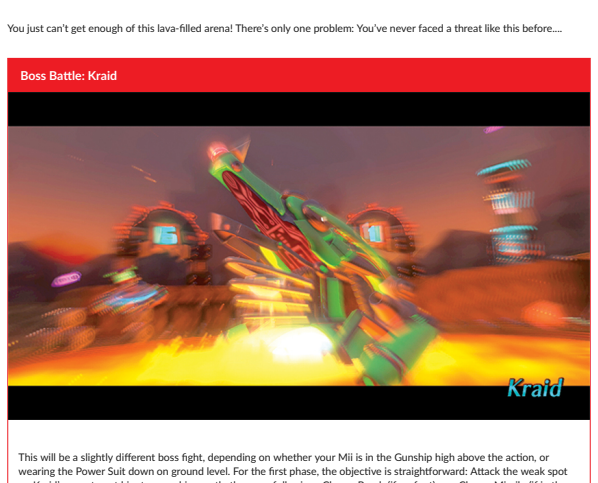
10. Hostile Colossus

Mastery Requirement: Do not miss any charge shots.



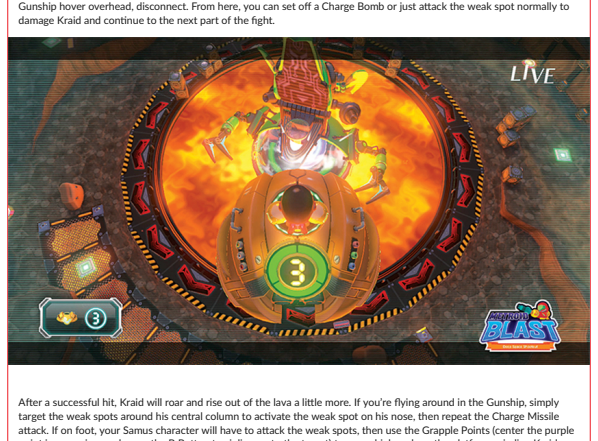
You just can't get enough of this lava-filled arena! There's only one problem: You've never faced a threat like this before....

Boss Battle: Kraid

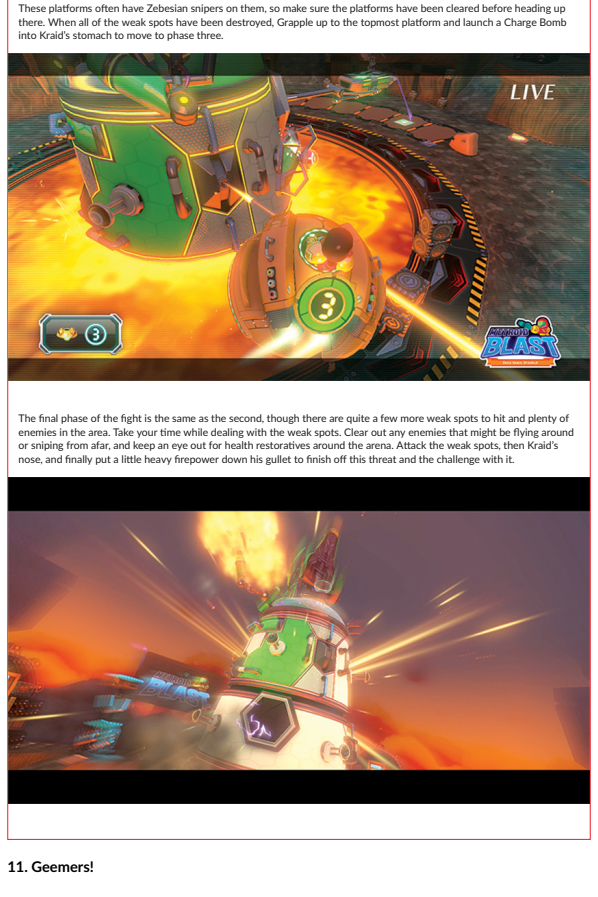


This will be a slightly different boss fight, depending on whether your Mii is in the Gunship high above the action, or wearing the Power Suit down on ground level. For the first phase, the objective is straightforward: Attack the weak spot on Kraid's nose to get him to open his mouth, then carefully aim a Charge Bomb (if on foot) or a Charge Missile (if in the Gunship) so that it lands in the hole of the beast's mouth. It will slide down his throat and detonate inside his belly. The Charge Missile must be fired from almost directly overhead, so be sure to position the GamePad so that it's parallel to the floor in your room to get the best firing angle.

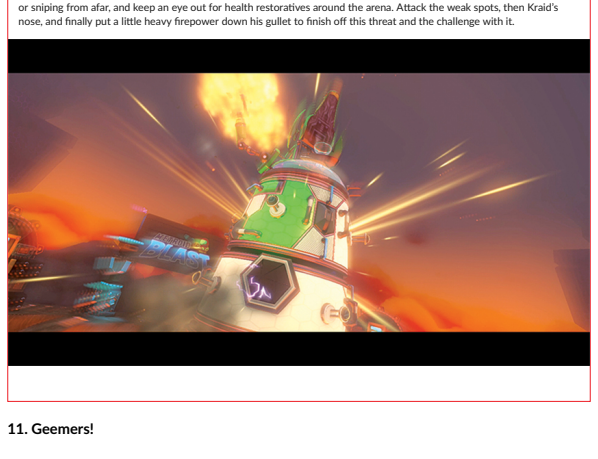
If you're attempting the In the Belly of the Beast Stamp, it's best to attempt it on this first phase. You must be playing as the Power Suit-wearing Samus character, and it helps to have another player flying around in the Gunship. Let your ally fly in front of you, and when the on-screen prompt appears, press the B Button to attach to the Gunship. Then, just have the Gunship hover overhead, disconnect. From here, you can set off a Charge Bomb or just attack the weak spot normally to damage Kraid and continue to the next part of the fight.



After a successful hit, Kraid will roar and rise out of the lava a little more. If you're flying around in the Gunship, simply target the weak spots around his central column to activate the weak spot on his nose, then repeat the Charge Missile attack. If on foot, your Samus character will have to attack the weak spots, then use the Grapple Points (center the purple point in your view and press the B Button to zipline up to the target) to move higher along the platforms circling Kraid. These platforms often have Zebesian snipers on them, so make sure the platforms have been cleared before heading up there. When all of the weak spots have been destroyed, Grapple up to the topmost platform and launch a Charge Bomb into Kraid's stomach to move to phase three.

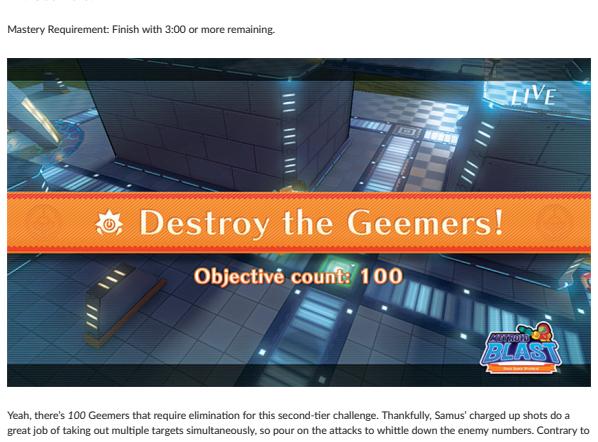


The final phase of the fight is the same as the second, though there are quite a few more weak spots to hit and plenty of enemies in the area. Take your time while dealing with the weak spots. Clear out any enemies that might be flying around or sniping from afar, and keep an eye out for health restoratives around the arena. Attack the weak spots, then Kraid's nose, and finally put a little heavy firepower down his gullet to finish off this threat and the challenge with it.



11. Geemers!

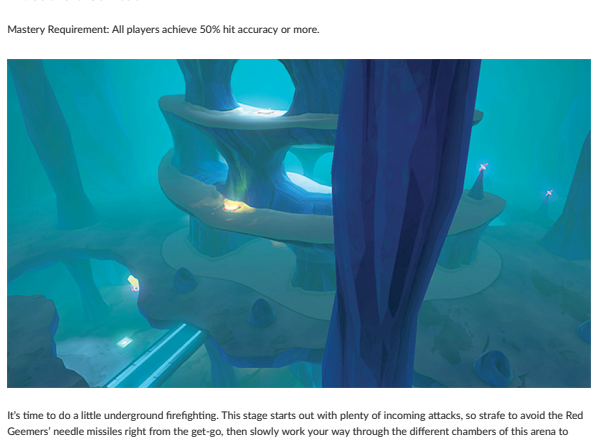
Mastery Requirement: Finish with 3:00 or more remaining.



Yeah, there's 100 Geemers that require elimination for this second-tier challenge. Thankfully, Samus' charged up shots do a great job of taking out multiple targets simultaneously, so pour on the attacks to whittle down the enemy numbers. Contrary to previous challenges, this time it's actually a good idea to stay put in the starting area, and let the Geemers come to you rather than go searching them out. Move forward as they spawn, then slowly inch back to avoid being overwhelmed if playing on ground level.

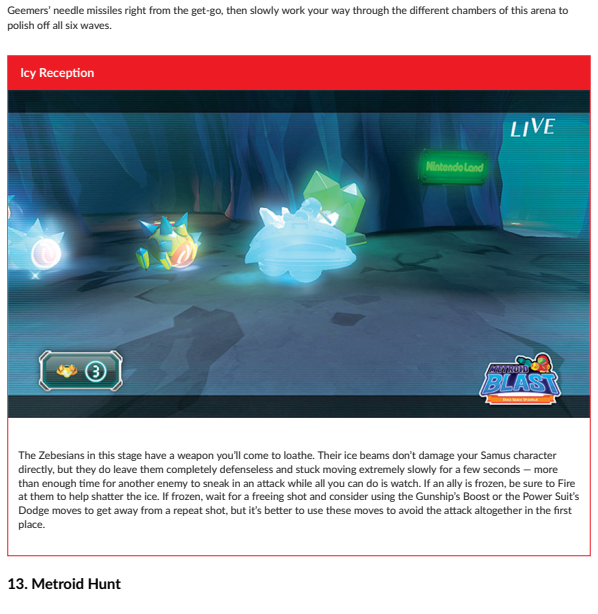
12. Subzero Combat

Mastery Requirement: All players achieve 50% hit accuracy or more.



It's time to do a little underground firefighting. This stage starts out with plenty of incoming attacks, so strafe to avoid the Red Geemers' needle missiles right from the get-go, then slowly work your way through the different chambers of this arena to polish off all six waves.

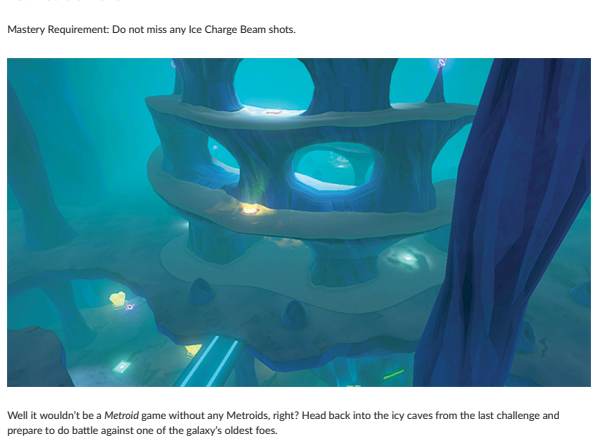
Icy Reception



The Zebesians in this stage have a weapon you'll come to loathe. Their ice beams don't damage your Samus character directly, but they do leave them completely defenseless and stuck moving extremely slowly for a few seconds — more than enough time for another enemy to sneak in an attack while all you can do is watch. If an ally is frozen, be sure to Fire at them to help shatter the ice. If frozen, wait for a freeing shot and consider using the Gunship's Boost or the Power Suit's Dodge moves to get away from a repeat shot, but it's better to use these moves to avoid the attack altogether in the first place.

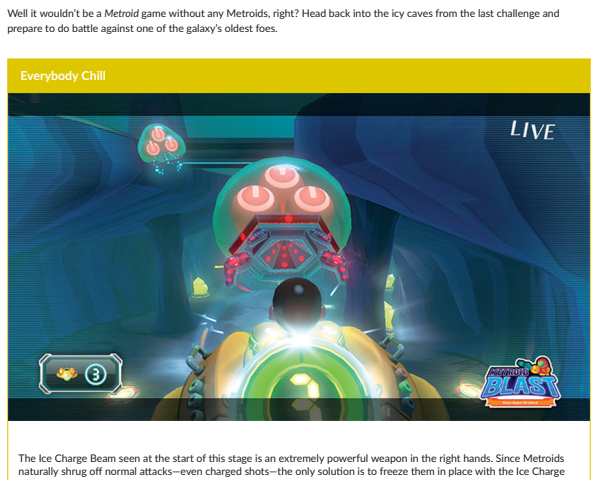
13. Metroid Hunt

Mastery Requirement: Do not miss any Ice Charge Beam shots.



Well it wouldn't be a *Metroid* game without any Metroids, right? Head back into the icy caves from the last challenge and prepare to do battle against one of the galaxy's oldest foes.

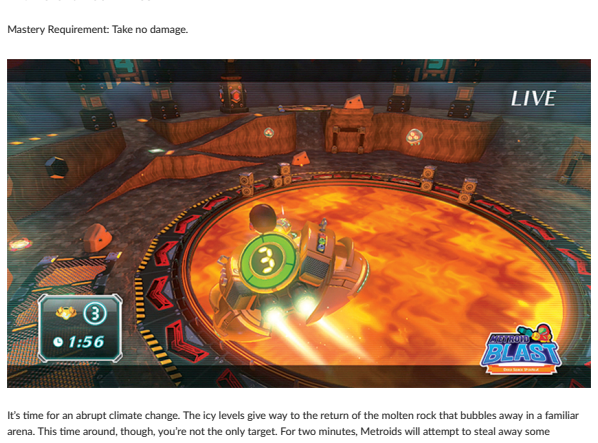
Everybody Chill



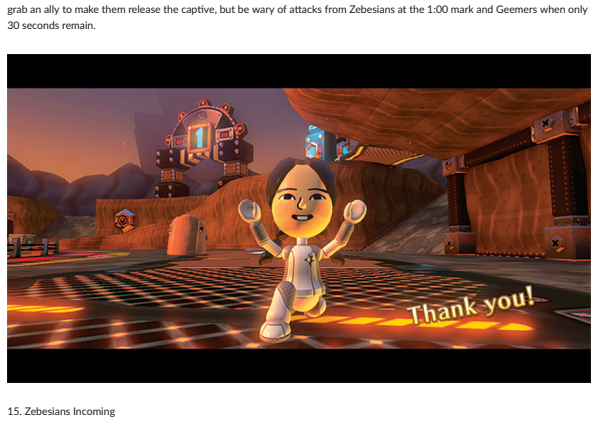
The Ice Charge Beam seen at the start of this stage is an extremely powerful weapon in the right hands. Since Metroids naturally shrug off normal attacks—even charged shots—the only solution is to freeze them in place with the Ice Charge Beam (used just like the normal Charge Bomb or Missile), then target the trio of weak spots in the creatures' center. Metroids are quick, though, so just hitting them cleanly (to say nothing of Mastering this stage) can be a real hassle. A simple strategy is to have a shot fully charged up, and then wait for a Metroid to charge and let loose with the Ice Charge Beam to freeze them mid-attack where they can be destroyed.

14. Defend Your Allies

Mastery Requirement: Take no damage.

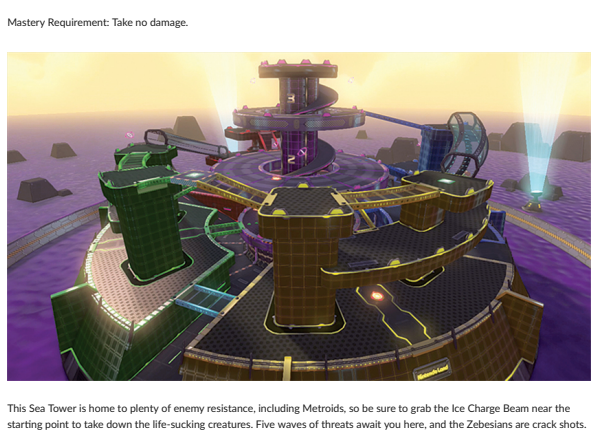


It's time for an abrupt climate change. The icy levels give way to the return of the molten rock that bubbles away in a familiar arena. This time around, though, you're not the only target. For two minutes, Metroids will attempt to steal away some scientists, while other enemies appear on the scene to harass you. Stay on top of the Metroids and shoot them as soon as they grab an ally to make them release the captive, but be wary of attacks from Zebesians at the 1:00 mark and Geemers when only 30 seconds remain.



15. Zebesians Incoming

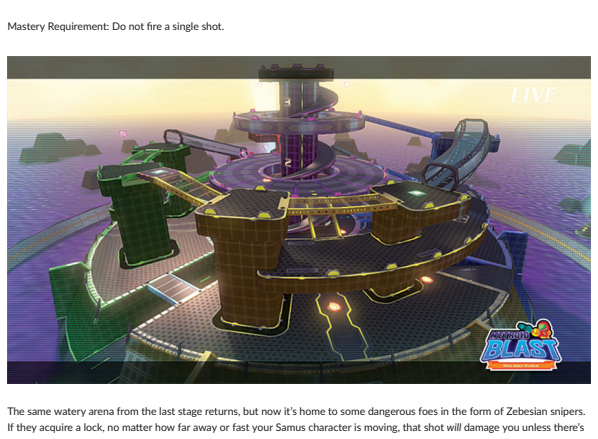
Mastery Requirement: Take no damage.



This Sea Tower is home to plenty of enemy resistance, including Metroids, so be sure to grab the Ice Charge Beam near the starting point to take down the life-sucking creatures. Five waves of threats await you here, and the Zebesians are crack shots. Worse still, the Zebesians take three hits to defeat and can fly around, too. To avoid losing out on Mastering this stage, be sure to stay on the move and keep cover in front of you as often as possible while you search for the next target.

16. Evade the Snipers

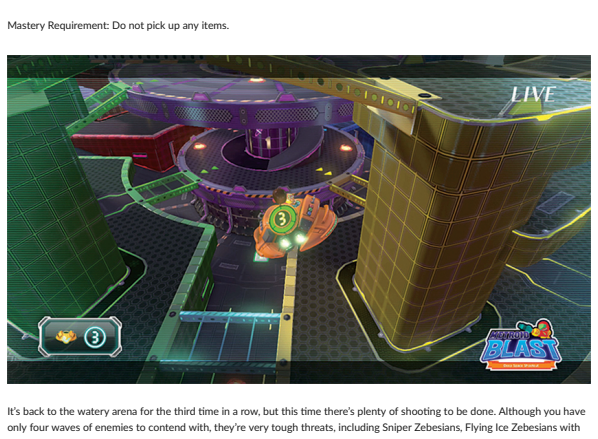
Mastery Requirement: Do not fire a single shot.



The same watery arena from the last stage returns, but now it's home to some dangerous foes in the form of Zebesian snipers. If they acquire a lock, no matter how far away or fast your Samus character is moving, that shot will damage you unless there's a solid surface in between or a Dash or Dodge is used right before the sniper fires. The solution is to constantly seek out cover before looking for the next target. Since snipers are perched on elevated surfaces, it's possible to sneak by them from below while you search for the dozen Tokens scattered high and low around this arena. To Master the stage, however, no shots can be fired, so keep an eye out for targeting lasers and sneak out from cover after a shot is taken just be sure to find cover before the sniper can take aim again.

17. Air Supremacy

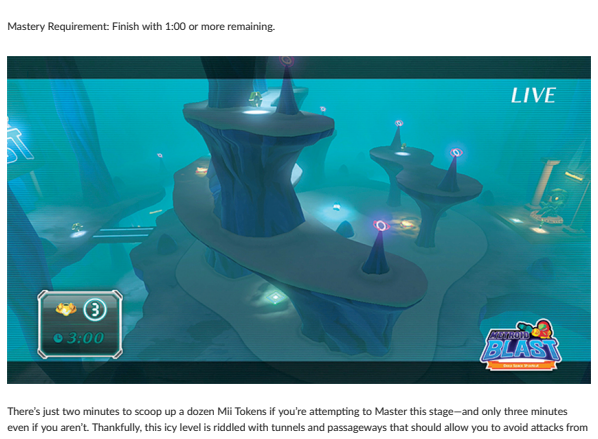
Mastery Requirement: Do not pick up any items.



It's back to the watery arena for the third time in a row, but this time there's plenty of shooting to be done. Although you have only four waves of enemies to contend with, they're very tough threats, including Sniper Zebesians, Flying Ice Zebesians with freezing attacks that love to zoom in for a follow-up strike, and a Queen Cyclon, just to make things extra difficult. Concentrate on one threat at a time, and if possible, lure the Ice Zebesians down into the circular tunnel in the middle of the stage to allow for maximum cover.

18. Frosty Token Sweep

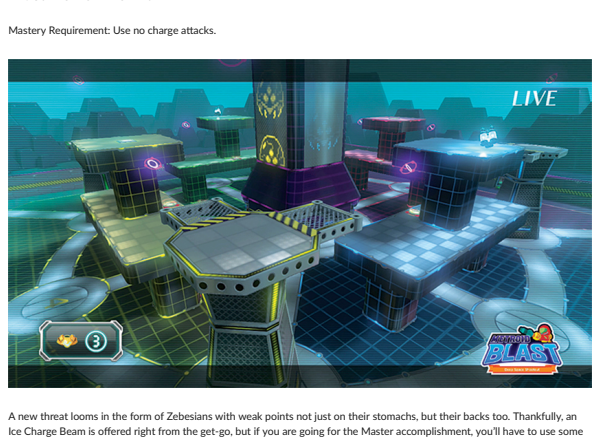
Mastery Requirement: Finish with 1:00 or more remaining.



There's just two minutes to scoop up a dozen Mii Tokens if you're attempting to Master this stage—and only three minutes even if you aren't. Thankfully, this icy level is riddled with tunnels and passageways that should allow you to avoid attacks from sniping Zebesians and the odd Metroid that likes to munch on your brain. Stay constantly moving, and avoid combat where possible unless an enemy is near a Token.

19. Strike from Behind

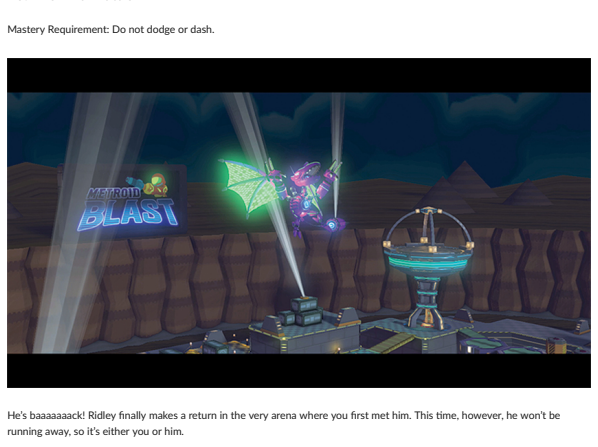
Mastery Requirement: Use no charge attacks.



A new threat looms in the form of Zebesians with weak points not just on their stomachs, but their backs too. Thankfully, an Ice Charge Beam is offered right from the get-go, but if you are going for the Master accomplishment, you'll have to use some clever circle-strafing around bits of cover, or long-range sniping to take out the targets. There are only four waves of enemies to overcome, but these are limber targets. Shoot fast.

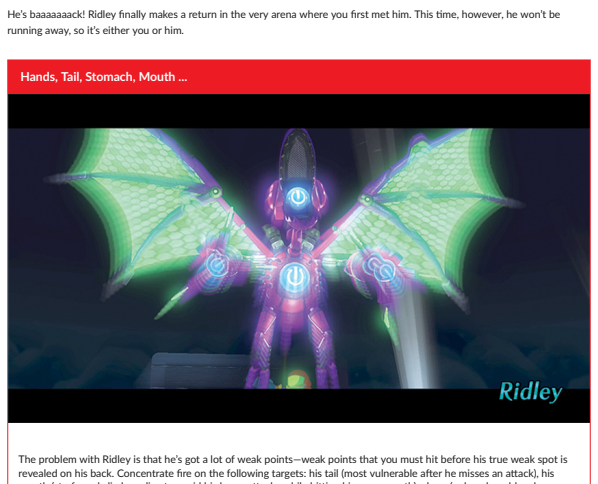
20. The Final Battle

Mastery Requirement: Do not dodge or dash.

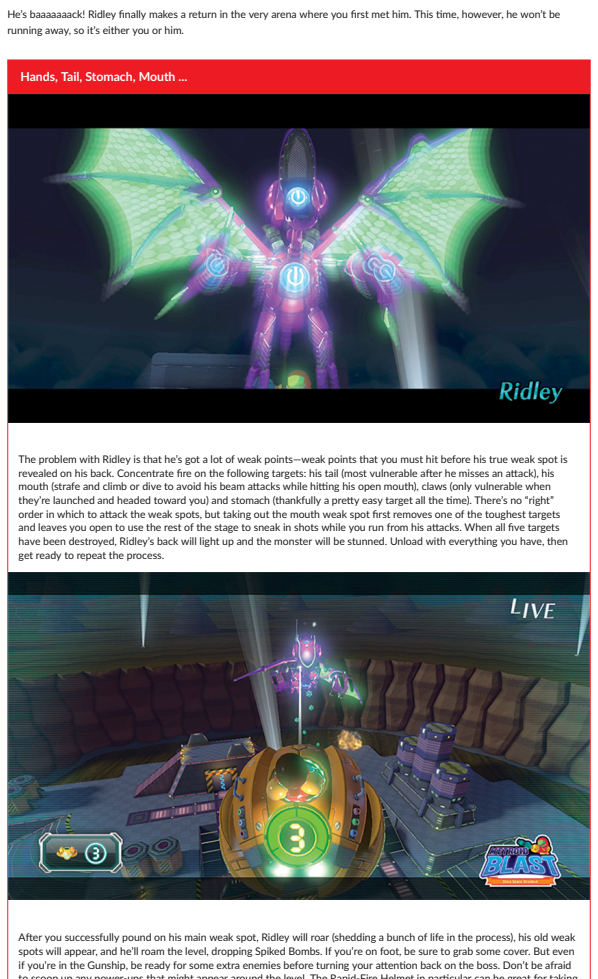


He's baaaaaaack! Ridley finally makes a return in the very arena where you first met him. This time, however, he won't be running away, so it's either you or him.

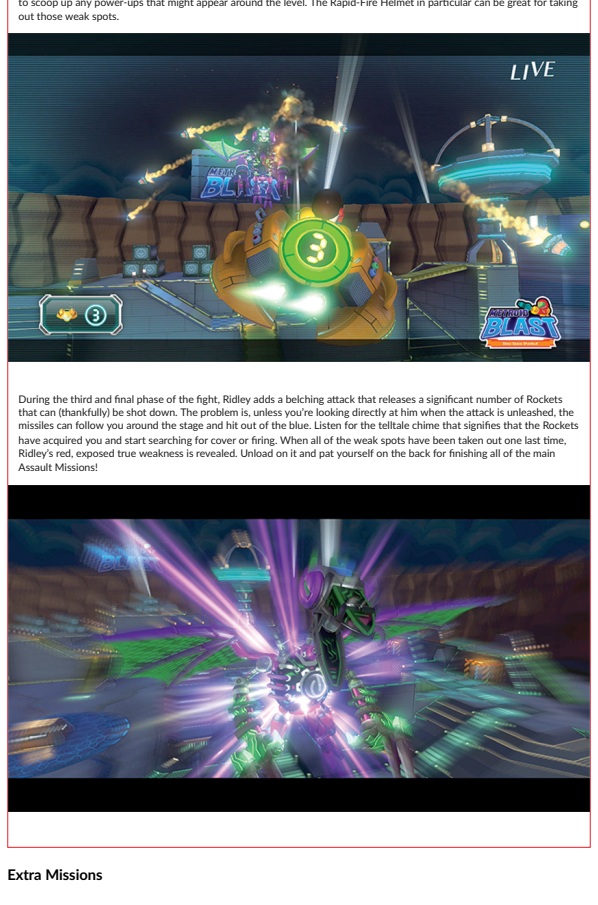
Hands, Tail, Stomach, Mouth ...



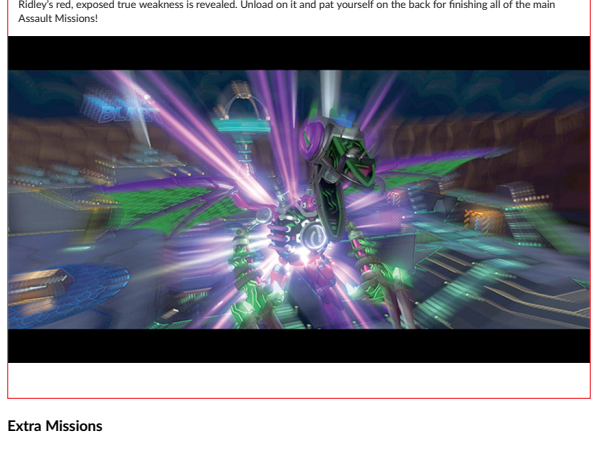
The problem with Ridley is that he's got a lot of weak points—weak points that you must hit before his true weak spot is revealed on his back. Concentrate fire on the following targets: his tail (most vulnerable after he misses an attack), his mouth (strafe and climb or dive to avoid his beam attacks while hitting his open mouth), claws (only vulnerable when they're launched and headed toward you) and stomach (thankfully a pretty easy target all the time). There's no "right" order in which to attack the weak spots, but taking out the mouth weak spot first removes one of the toughest targets and leaves you open to use the rest of the stage to sneak in shots while you run from his attacks. When all five targets have been destroyed, Ridley's back will light up and the monster will be stunned. Unload with everything you have, then get ready to repeat the process.



After you successfully pound on his main weak spot, Ridley will roar (shedding a bunch of life in the process), his old weak spots will appear, and he'll roam the level, dropping Spiked Bombs. If you're on foot, be sure to grab some cover. But even if you're in the Gunship, be ready for some extra enemies before turning your attention back on the boss. Don't be afraid to scoop up any power-ups that might appear around the level. The Rapid-Fire Helmet in particular can be great for taking out those weak spots.



During the third and final phase of the fight, Ridley adds a belching attack that releases a significant number of Rockets that can (thankfully) be shot down. The problem is, unless you're looking directly at him when the attack is unleashed, the missiles can follow you around the stage and hit out of the blue. Listen for the telltale chime that signifies that the Rockets have acquired you and start searching for cover or firing. When all of the weak spots have been taken out one last time, Ridley's red, exposed true weakness is revealed. Unload on it and pat yourself on the back for finishing all of the main Assault Missions!

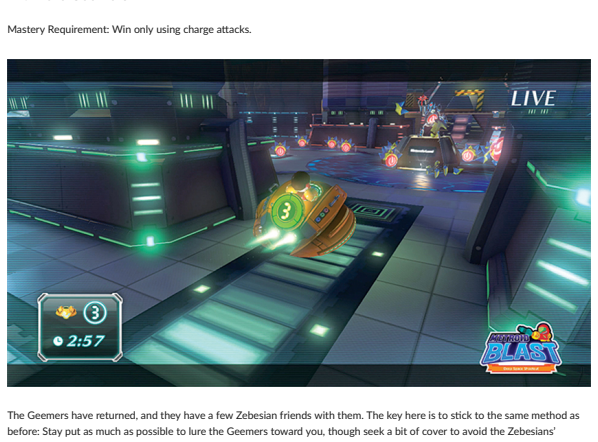


Extra Missions

No, it couldn't be that easy. Monita rewards your efforts for polishing off the first 20 Missions with a gold star, then unlocks a whopping 10 more. These are no trivial challenges; expect multiple boss fights, enemies that are extremely ruthless and some Mastery requirements that are absolutely diabolical.

21. More Geemers

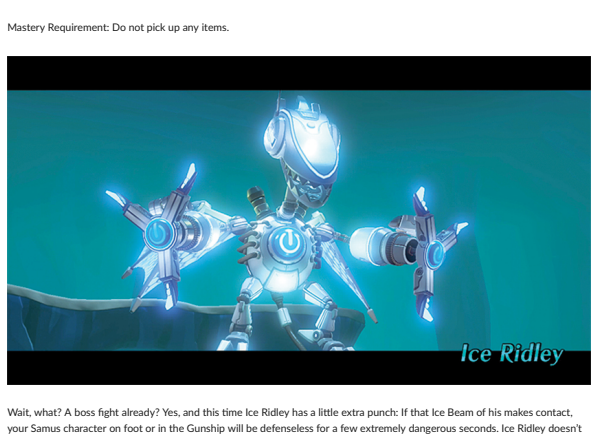
Mastery Requirement: Win only using charge attacks.



The Geemers have returned, and they have a few Zebesian friends with them. The key here is to stick to the same method as before: Stay put as much as possible to lure the Geemers toward you, though seek a bit of cover to avoid the Zebesians' attacks. The Master Rank requirement for this level is actually a pretty great tip; charge up a Missile or Bomb and let the blast radius take out multiple targets without risking your own hide.

22. Unidentified Enemy Object

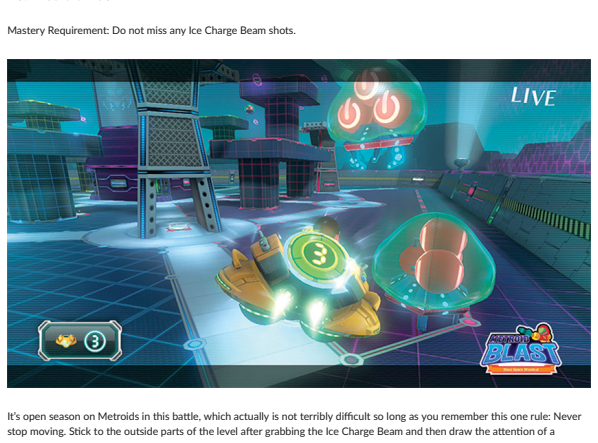
Mastery Requirement: Do not pick up any items.



Wait, what? A boss fight already? Yes, and this time Ice Ridley has a little extra punch: If that Ice Beam of his makes contact, your Samus character on foot or in the Gunship will be defenseless for a few extremely dangerous seconds. Ice Ridley doesn't really deviate much from his normal version, but the combination of Ice Beam and telescopic claw attacks can make short work of unprepared adventurers. Stay on your toes here. After the first phase, Zebesians and Metroids decide to complicate matters, so deal with them first before returning your attention to this icier nemesis.

23. Metroid Rush

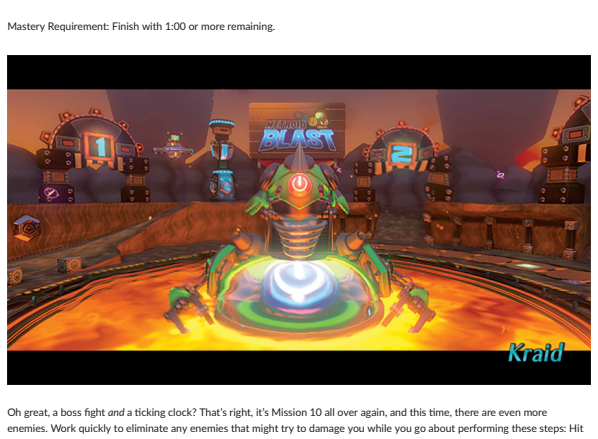
Mastery Requirement: Do not miss any Ice Charge Beam shots.



It's open season on Metroids in this battle, which actually is not terribly difficult so long as you remember this one rule: Never stop moving. Stick to the outside parts of the level after grabbing the Ice Charge Beam and then draw the attention of a Metroid. Start backing up while charging and freeze the creature in its tracks before unloading on it. When Zebesian snipers start appearing, make sure to take them out to avoid getting tagged by an errant shot and repeat the previous steps to clear out all the Metroids.

24. Kraid's Army

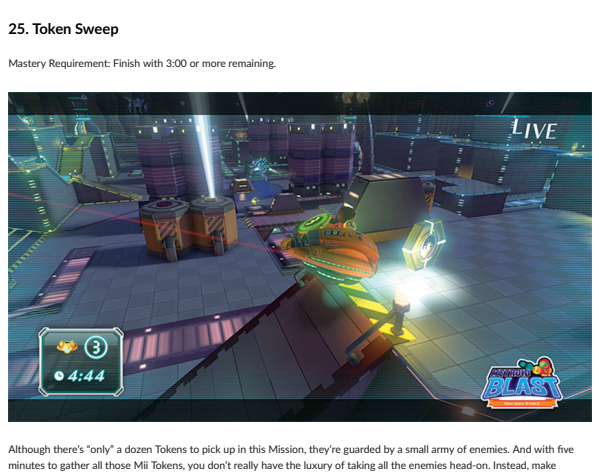
Mastery Requirement: Finish with 1:00 or more remaining.



Oh great, a boss fight *and* a ticking clock? That's right, it's Mission 10 all over again, and this time, there are even more enemies. Work quickly to eliminate any enemies that might try to damage you while you go about performing these steps: Hit his nose to open his mouth, fire a Missile or Charge Bomb into his throat and then repeat. With each phase, more enemies will appear. Take them out as fast as possible, but try to balance hitting the weak spots on the monster's body with removing the secondary threats and he'll go down in no time. Well, in less than five minutes, anyway—or four if you can manage to Master this stage!

25. Token Sweep

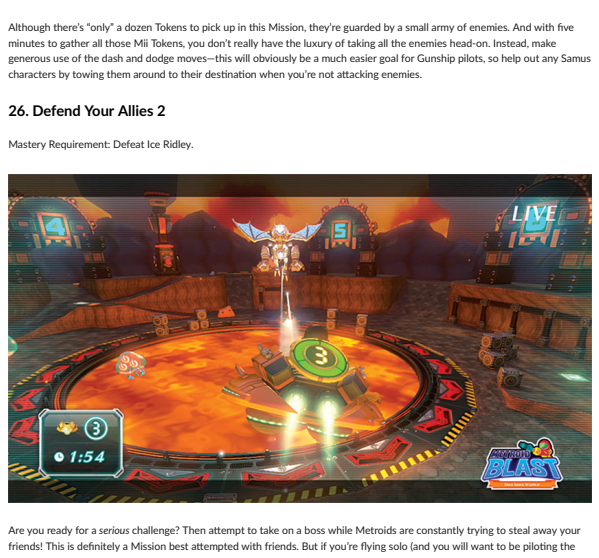
Mastery Requirement: Finish with 3:00 or more remaining.



Although there's "only" a dozen Tokens to pick up in this Mission, they're guarded by a small army of enemies. And with five minutes to gather all those Mii Tokens, you don't really have the luxury of taking all the enemies head-on. Instead, make generous use of the dash and dodge moves—this will obviously be a much easier goal for Gunship pilots, so help out any Samus characters by towing them around to their destination when you're not attacking enemies.

26. Defend Your Allies 2

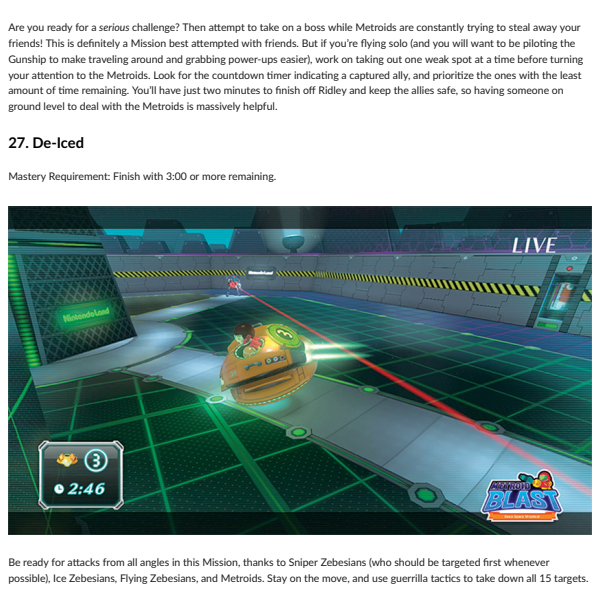
Mastery Requirement: Defeat Ice Ridley.



Are you ready for a serious challenge? Then attempt to take on a boss while Metroids are constantly trying to steal away your friends! This is definitely a Mission best attempted with friends. But if you're flying solo (and you will want to be piloting the Gunship to make traveling around and grabbing power-ups easier), work on taking out one weak spot at a time before turning your attention to the Metroids. Look for the countdown timer indicating a captured ally, and prioritize the ones with the least amount of time remaining. You'll have just two minutes to finish off Ridley and keep the allies safe, so having someone on ground level to deal with the Metroids is massively helpful.

27. De-Iced

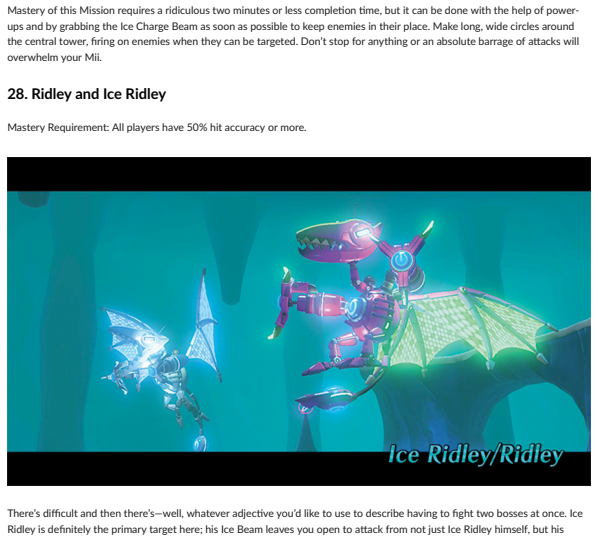
Mastery Requirement: Finish with 3:00 or more remaining.



Be ready for attacks from all angles in this Mission, thanks to Sniper Zebesians (who should be targeted first whenever possible), Ice Zebesians, Flying Zebesians, and Metroids. Stay on the move, and use guerrilla tactics to take down all 15 targets. Mastery of this Mission requires a ridiculous two minutes or less completion time, but it can be done with the help of power-ups and by grabbing the Ice Charge Beam as soon as possible to keep enemies in their place. Make long, wide circles around the central tower, firing on enemies when they can be targeted. Don't stop for anything or an absolute barrage of attacks will overwhelm your Mii.

28. Ridley and Ice Ridley

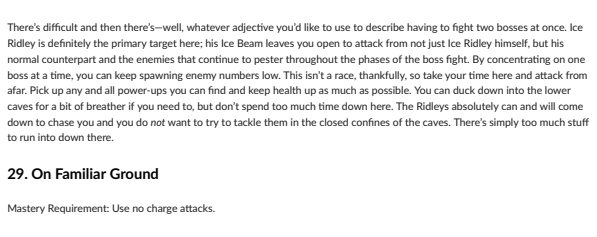
Mastery Requirement: All players have 50% hit accuracy or more.



There's difficult and then there's—well, whatever adjective you'd like to use to describe having to fight two bosses at once. Ice Ridley is definitely the primary target here; his Ice Beam leaves you open to attack from not just Ice Ridley himself, but his normal counterpart and the enemies that continue to pester throughout the phases of the boss fight. By concentrating on one boss at a time, you can keep spawning enemy numbers low. This isn't a race, thankfully, so take your time here and attack from afar. Pick up any and all power-ups you can find and keep health up as much as possible. You can duck down into the lower caves for a bit of breather if you need to, but don't spend too much time down here. The Ridleys absolutely can and will come down to chase you and you do not want to try to tackle them in the closed confines of the caves. There's simply too much stuff to run into down there.

29. On Familiar Ground

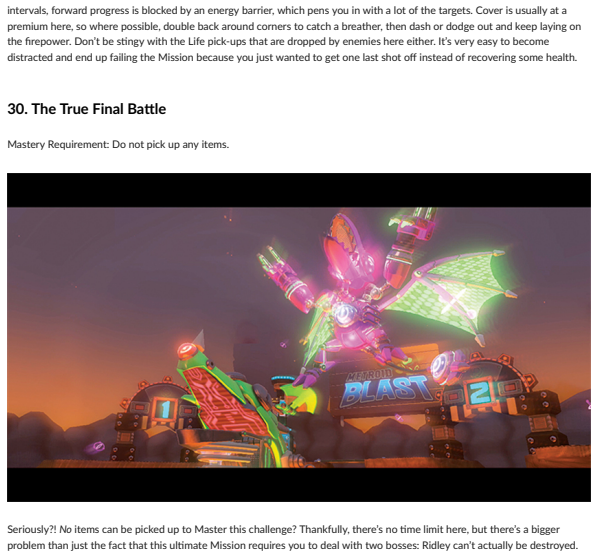
Mastery Requirement: Use no charge attacks.



Six waves of enemies might not sound like a whole lot, but when there's 100 total targets to take out, you know this isn't going to be easy—especially if you adhere to the Master requirement of never using a charge attack. Thankfully, there's no such stipulation on dodging and dashing, so make ample use of both while absolutely hammering the fire button. At regular intervals, forward progress is blocked by an energy barrier, which pits you with a lot of the targets. Cover is usually at a premium here, so where possible, double back around corners to catch a breather, then dash or dodge out and keep laying on the firepower. Don't be stingy with the Life pick-ups that are dropped by enemies here either. It's very easy to become distracted and end up failing the Mission because you just wanted to get one last shot off instead of recovering some health.

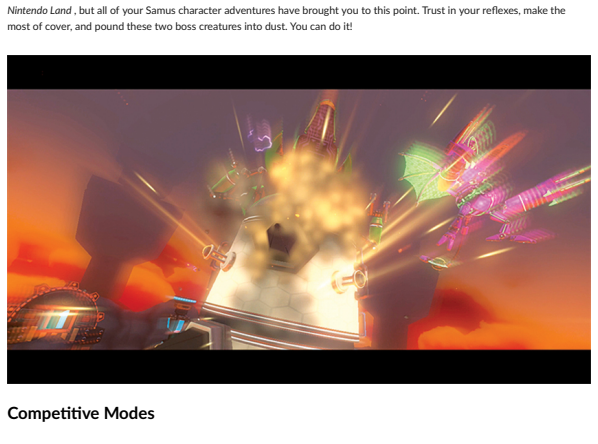
30. The True Final Battle

Mastery Requirement: Do not pick up any items.



Seriously?! *No* items can be picked up to Master this challenge? Thankfully, there's no time limit here, but there's a bigger problem than just the fact that this ultimate Mission requires you to deal with two bosses: Ridley can't actually be destroyed. He simply recovers all over again after you stun him. That's a small blessing, though, since it's extremely difficult to lob those damaging Missile or Charge Bomb shots into Kraid's belly while Ridley's around, so the best tactic here is to work from long range and chip away at both enemies' weak spots. First, make sure Kraid's nose weak spot is activated. Take out Ridley's five weak spots and, while he's stunned, quickly open fire on Kraid to get that yawning maw open, then let loose with the charged attacks—as many as you can get off in the limited time before Ridley rejoins the fight. Repeat this during each phase, and make sure to also remove normal enemies from the fight to clear the air and avoid crossfire. This is one of the hardest challenges in *Nintendo Land* , but all of your Samus character adventures have brought you to this point. Trust in your reflexes, make the most of cover, and pound these two boss creatures into dust. You can do it!

Competitive Modes


Select a stage.
2. Space Port
Radar Off
Rules Survival
Enemies On
Start

Metroid Blast isn't just about challenging some of the most dangerous alien threats in the galaxy. It's also a means of battling your friends in the very same arenas (Training Zone, Space Port, Volcanic Sector, Sea Tower, and Ice Cavern) where you take down all those big, bad bosses. Five distinct stages are yours for the choosing. And you can toggle on or off Radar, Token or Survival based goals, and whether or not you would like enemies that can freeze (but not damage) players in the stage prior to starting a match.

Surface-Air Combat

When thumping on aliens just isn't enough, square off against one player piloting the Gunship and everyone else on foot. Though the Gunship has the speed advantage, Samus characters can use terrain to their advantage, and force the Gunship to expose itself to fire from other angles. Cooperation here is extremely important; if everyone just fights for themselves, the Gunship will easily overpower enemies and tag them from long range. So work together, use cover at all times, and let your combined firepower take down the Gunship!

Stamps

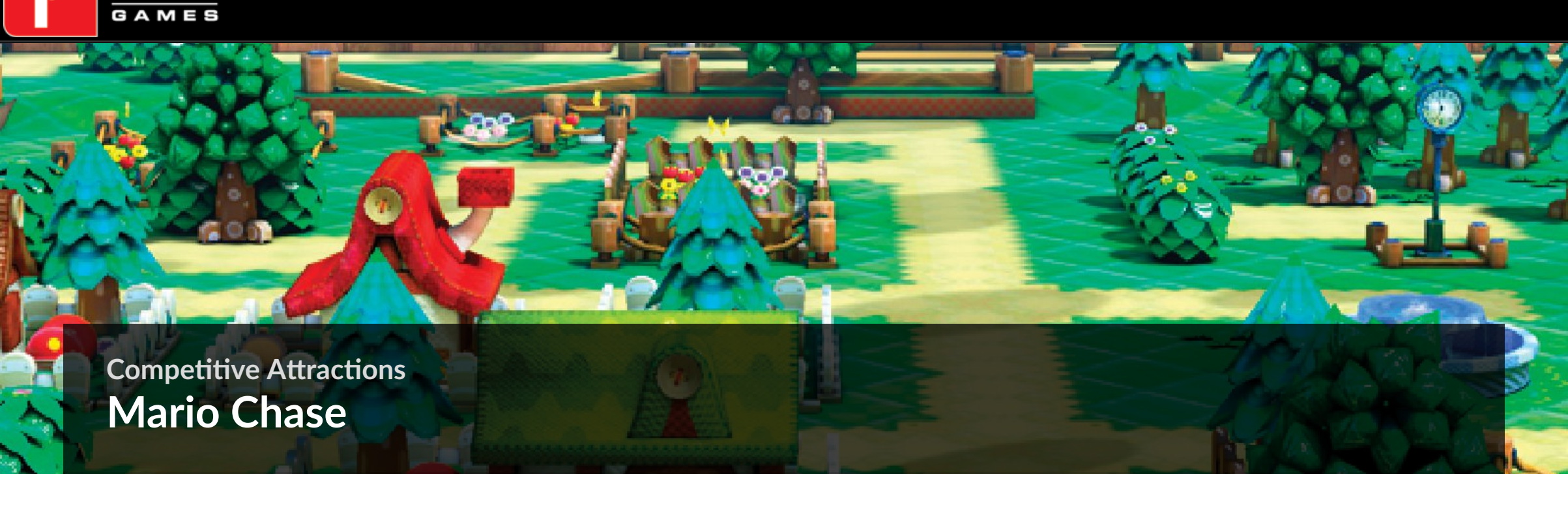
Icon	Name	Conditions
	Last-Second Blast	Land the finishing blow with 1 second left on the clock.
	Free-Fall Finisher	Land the finishing blow to the Gunship while in free fall.
	Gunship Bomber	Deal damage to the Gunship with a Charge Bomb.
	Missile Strike	Land a direct blow on a Samus character with a Charge Missile.
	Gunship Accuracy 100%	Win as the Gunship with 100% hit percentage.

Ground Combat

There's only one way to settle a true showdown: everyone on foot,t no Gunships to be found. Ground-based combat can be incredibly exciting, mostly because everyone's ability is on the same level. Drop into Morph Ball form, use Grapple Points—anything to get the superior firing angle on your opponents!

Stamps

Icon	Name	Conditions
	10-Hit Hunter	Achieve 10 hits in a single match.
	Max Token Victory	Win with 99 Tokens.
	100 Token Drop	Drop 100 Tokens in a single match.
	Thanks for the Tanks	Collect all Token Tanks in a single match.
	Perfect Accuracy	Win with a 100% hit percentage



Competitive Attractions

Mario Chase

MARIO
CHASE
The Great Getaway

Plumber Beware!

Even the denizens of the Mushroom Kingdom need to blow off a little steam, and what better way than with a good old-fashioned game of tag? It's Mario vs. Toads in a race to see who can tackle Mario first—or at all! In this slightly rough-and-tumble version, though, things might seem initially to be stacked in Mario's favor. After all, thanks to the GamePad touch screen, he has a bird's-eye view of the entire map! Although his only control option is to run, if he happens to grab a Star when it appears, he becomes not only faster than he was before, but also invincible and can turn the tables for 15 precious seconds.

Any player that takes up a Wii Remote doesn't have a birds-eye view and must seek out Mario from a third-person perspective. Up to four Wii Remote players can assume the role of different Toads that can work in unison to locate and box in Mario before he can escape. Toads are faster in a straight line, so if Mario is spotted and doesn't make enough quick directional changes, the Toads will have him!

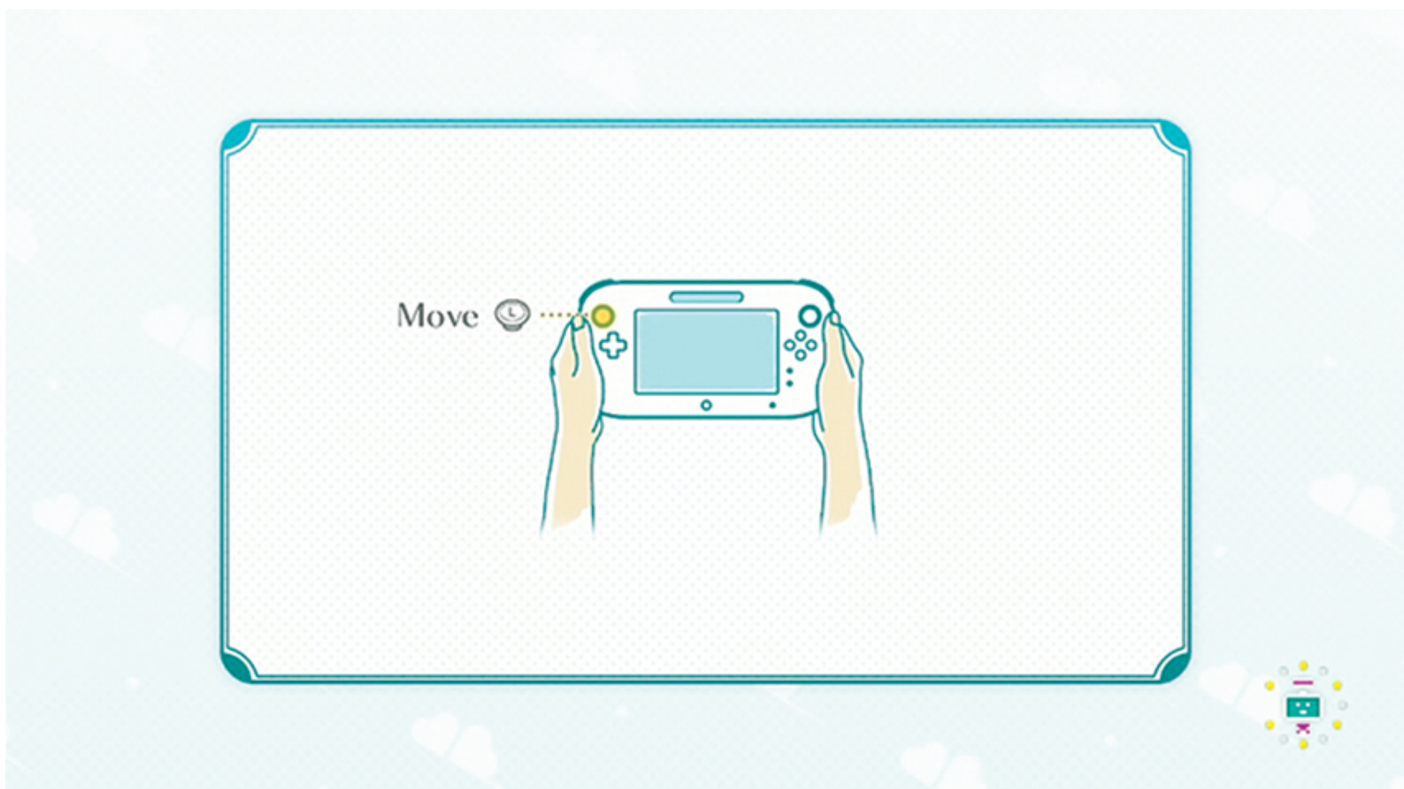
Origin Story: Mario

We've already established that Mario's first appearance as a mustachioed plumber was technically all the way back in Donkey Kong, but he was still known as "Jumpman" back then. His first appearance as Mario proper was, of course, Mario Bros., where he and his mostly identical twin ran around a small arena with wrap-around edges, trying to bounce enemies off ledges above to clear New York's underbelly. Originally dubbed "Mr. Video," Mario's classic appearance of red shirt and blue coveralls (the colors of which were swapped for Donkey Kong), plus telltale mustache and red cap were mostly designed out of necessity, using contrasting colors to help the low-fidelity sprite pop out on the screen. Mario's iconic cap, which wouldn't be seen in detail until technology could allow for finer resolution, was devised to hide his hair and avoid the need to spend costly memory to animate his hair when he moved.

Controls

GamePad Controls (Mario)

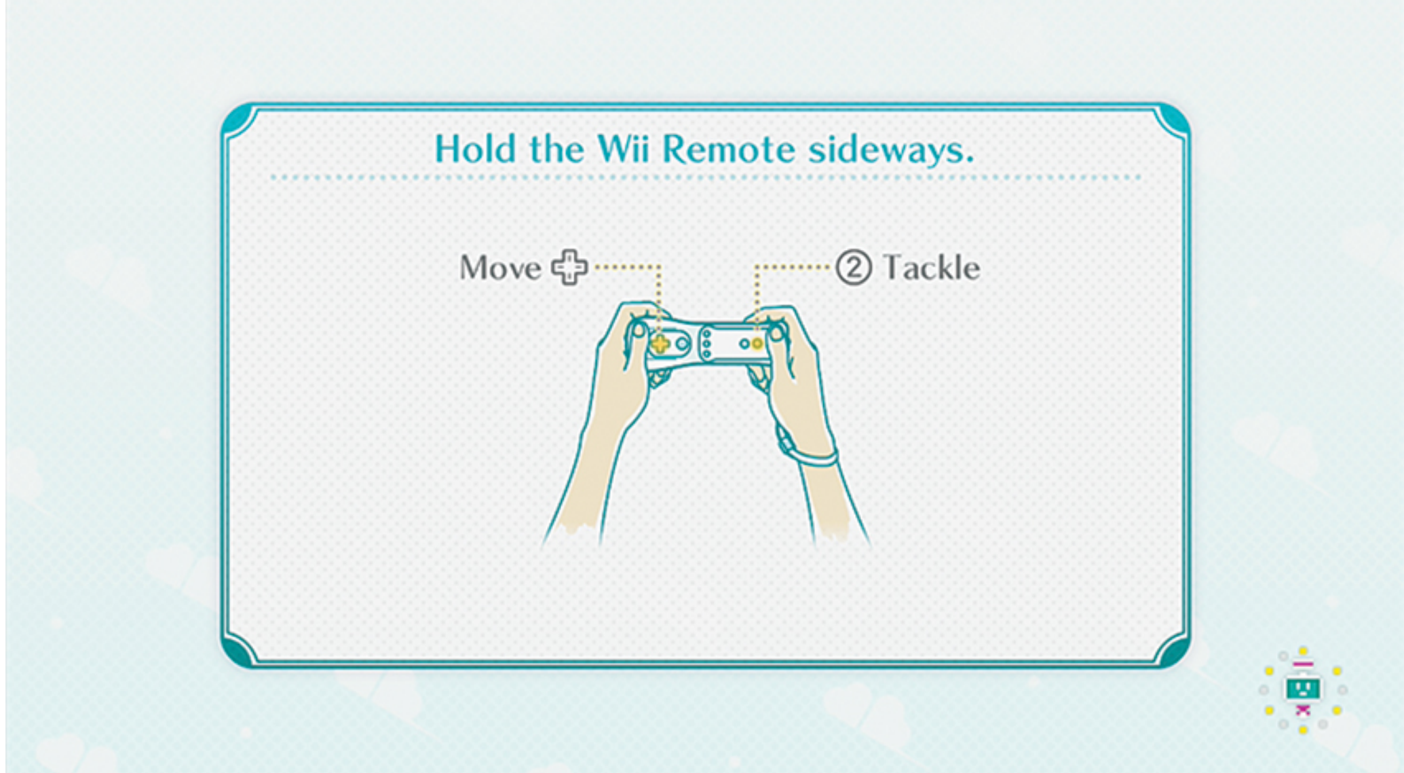
Control Mario	Move Left Stick
Turn Camera On/Off Press camera icon on touch screen	



Those controls look pretty simple, don't they? That's because, as Mario, you have the ultimate tool in your hands: The GamePad sees all, including where the Toads are and which direction they're facing. You have omniscience, and can watch constantly to avoid not just where enemies are, but also where they're going. Mario is slightly faster when he turns, which means any players lucky enough to have the GamePad should be making plenty of quick turns down side paths wherever possible.

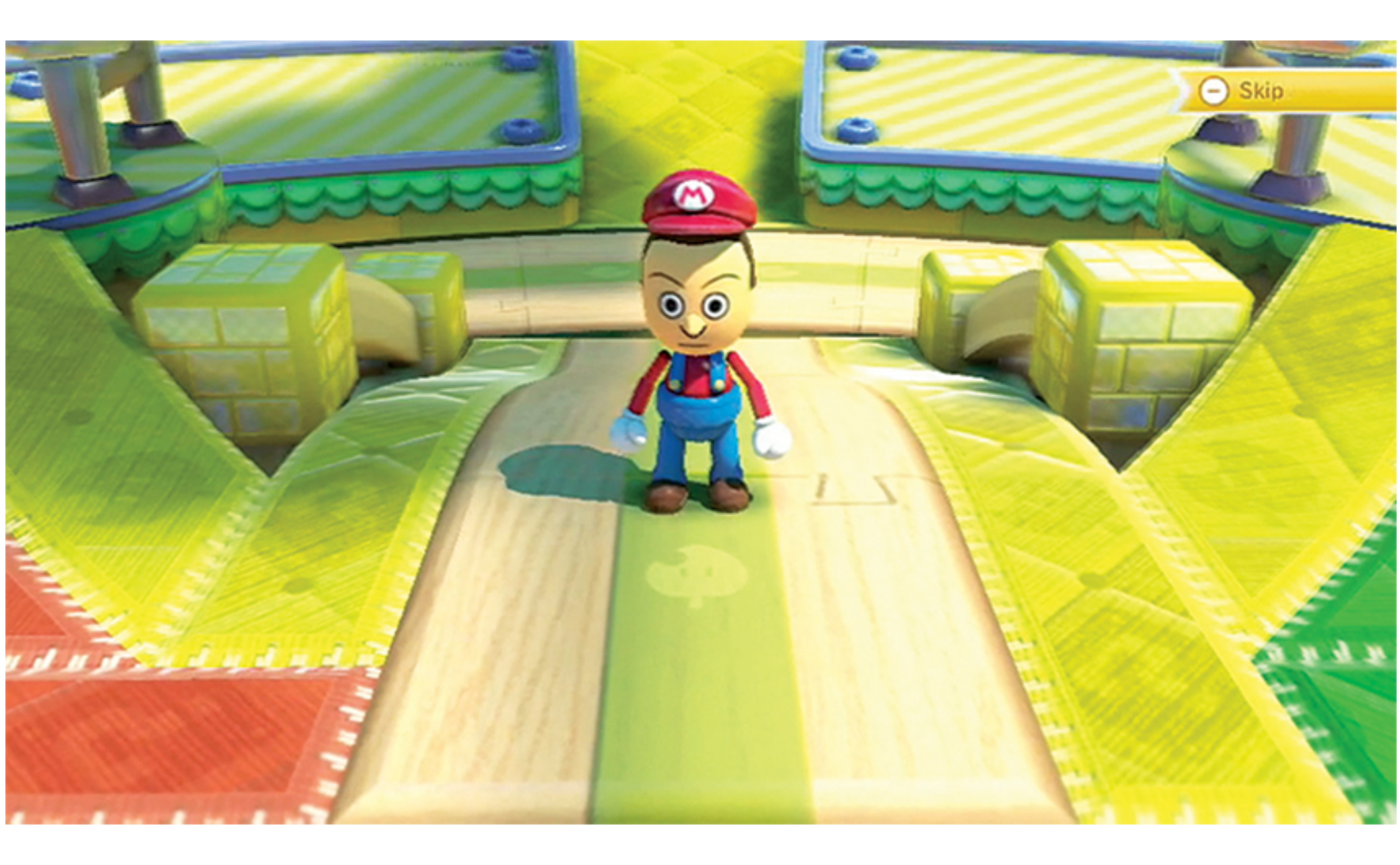
Wii Remote Controls

Move	(+)Control Pad
Tackle	2 Button



The Toads' control options are as simple as Mario's but their strength is in numbers and communication. Make the most of that tackle move by waiting until the last second to make a jump. Toads are faster on the straightaways than Mario, but a mistimed tackle can mean the difference between victory and loss! Keep an eye at all times on the distance meter at the bottom of your character's screen; it indicates the range to Mario and updates in real-time.

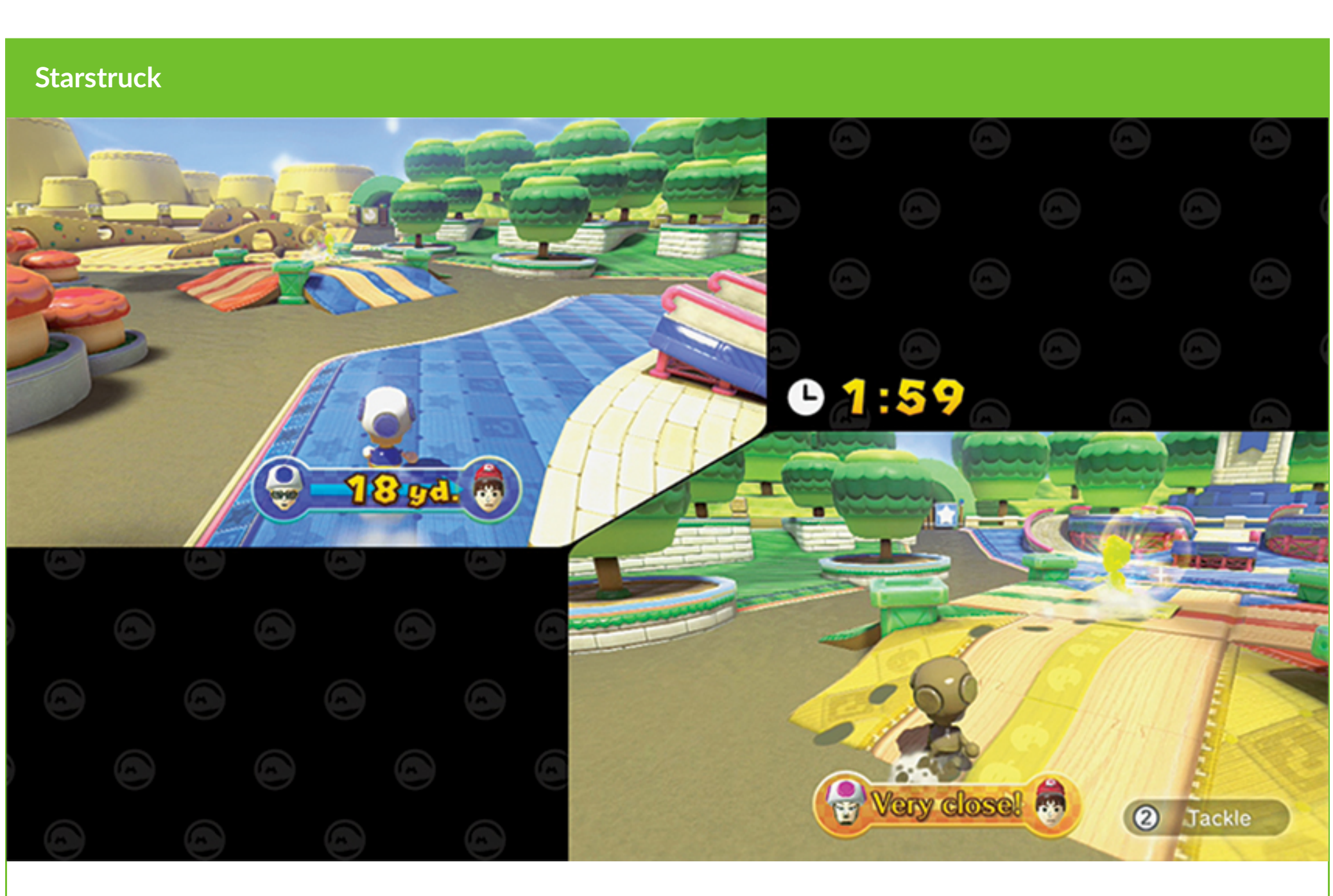
General Chase Tips



As Mario: Use your enhanced vision of the battlefield to stay out of view wherever possible. Structures with high walls can completely hide you from any searching Toads, and it's much easier to lose a group of attackers if they don't know where you are and can't relay your position. This is your key advantage, and for many Mario players, it's actually smarter not to move until enemies start to get close. Always leave yourself multiple outs whenever possible to avoid getting boxed in. If you can head down a path to the right and left instead of just doubling back toward a pursuer, you'll be that much slipperier.

As Toads: Your strength is your ability to communicate with others. Thanks to Mario's all-seeing eyes, it's pretty difficult to capture him in a one-on-one match unless he's not paying attention, which is why the Yoshi Carts, your computer controlled allies, are added to the mix to help you corral the feisty plumber by calling out location information and stunning the plumber with their lengthy tongues. A common (and effective!) strategy is to have one Toad perched up as high as possible to get the best view of the land. Another is to stand near where the Star will spawn to try to tackle Mario as he runs for it. Both methods work very well for players that haven't yet gotten to know a stage, so be patient, be communicative, and find that plumber!

Starstruck

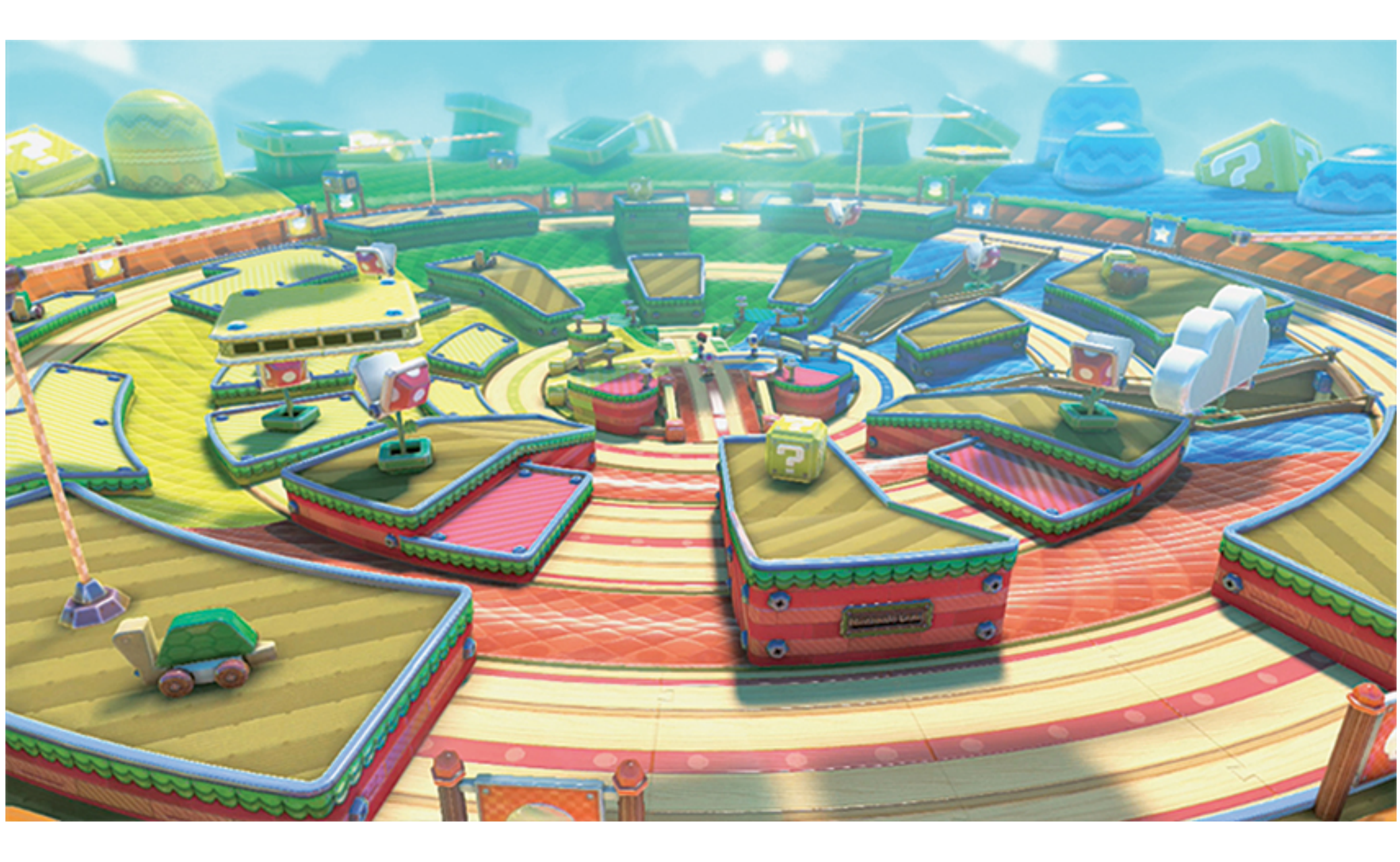


The only way Mario can turn the tide in a chase is to pick up the Star that appears at the center of every stage after 30 seconds or more, depending on how many players are chasing him. Stars grant him invulnerability, the power to stun would-be attackers, and increase his running speed greatly. Not even mud can slow down a Star-powered Mario! Make the most of a Star if you happen to get it by seeking out Toads and stunning them during the early seconds of the Star's effect, but as the clock ticks on, use the increased speed to really zip around the level and find a place to stay out of sight.

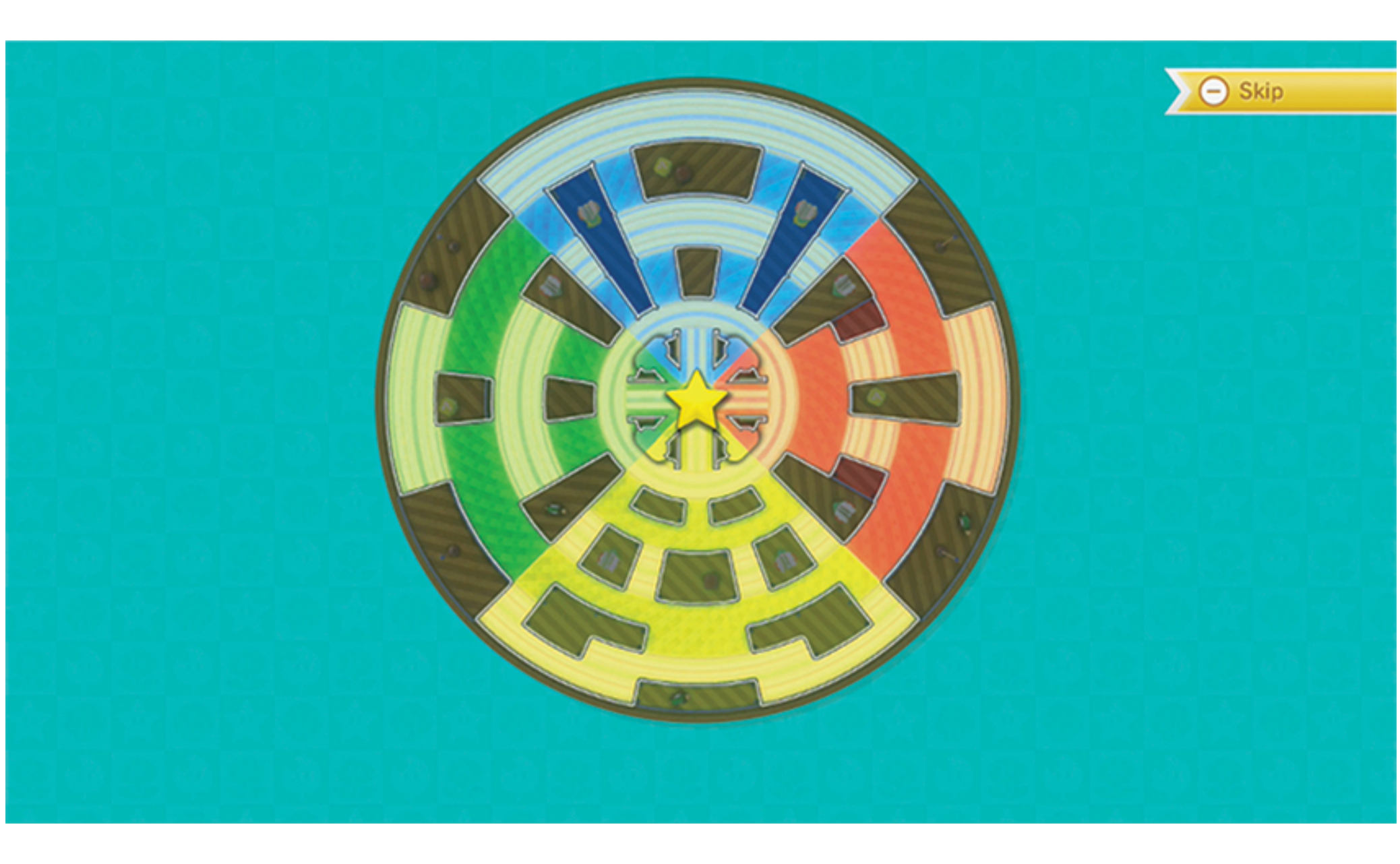
Stamps

Icon	Name	Conditions
	Starless Getaway	Win a match as Mario without ever grabbing the Star.
	20-Second Catch	Catch Mario within the first 20 seconds of a match.
	Finish at the Start	Be sitting at the starting point as Mario when time runs out.
	1 Second on the Clock	Catch Mario with only 1 second remaining.
	10-Time Champion	Successfully escape as Mario 10 times.

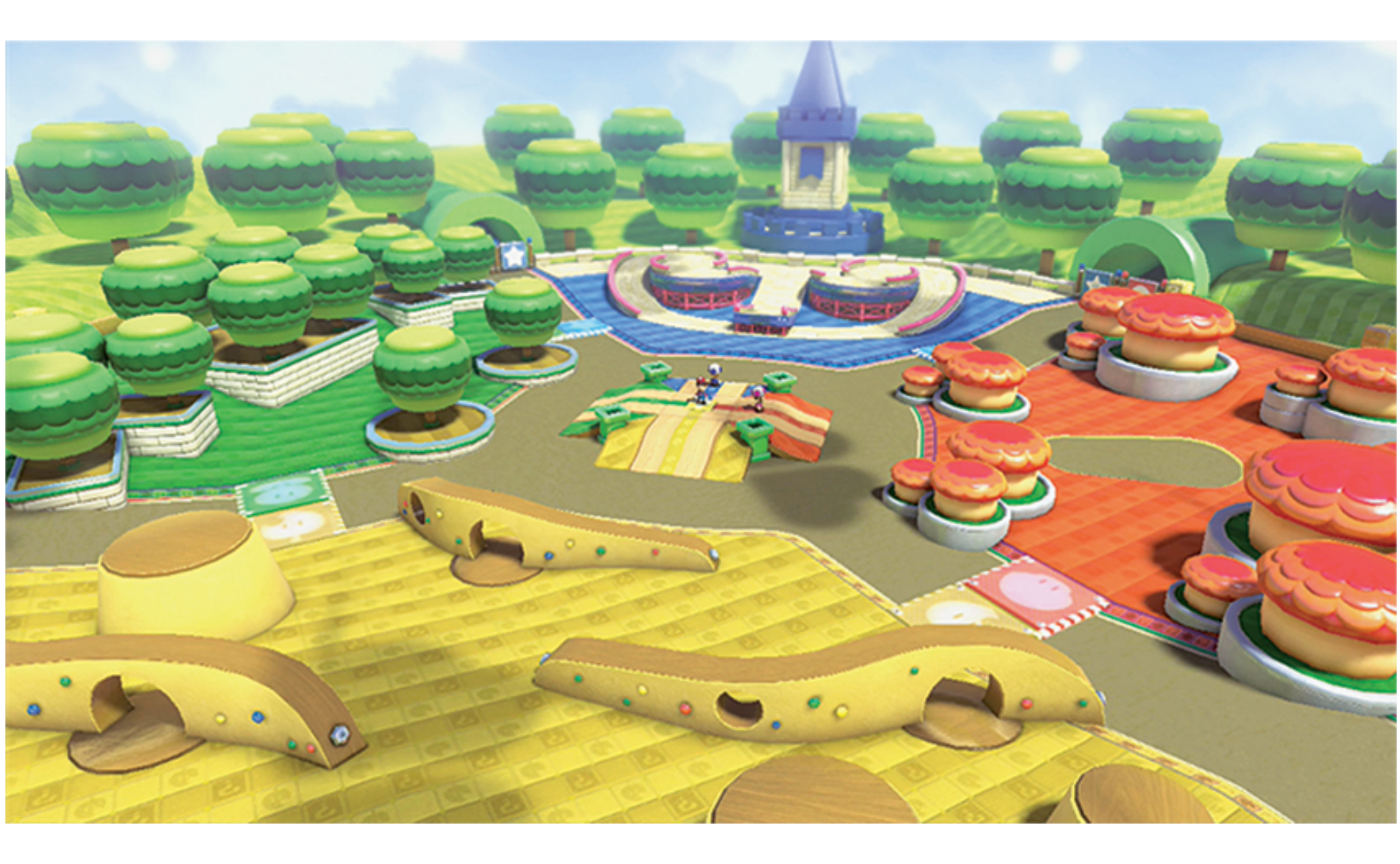
1. Chase Arena



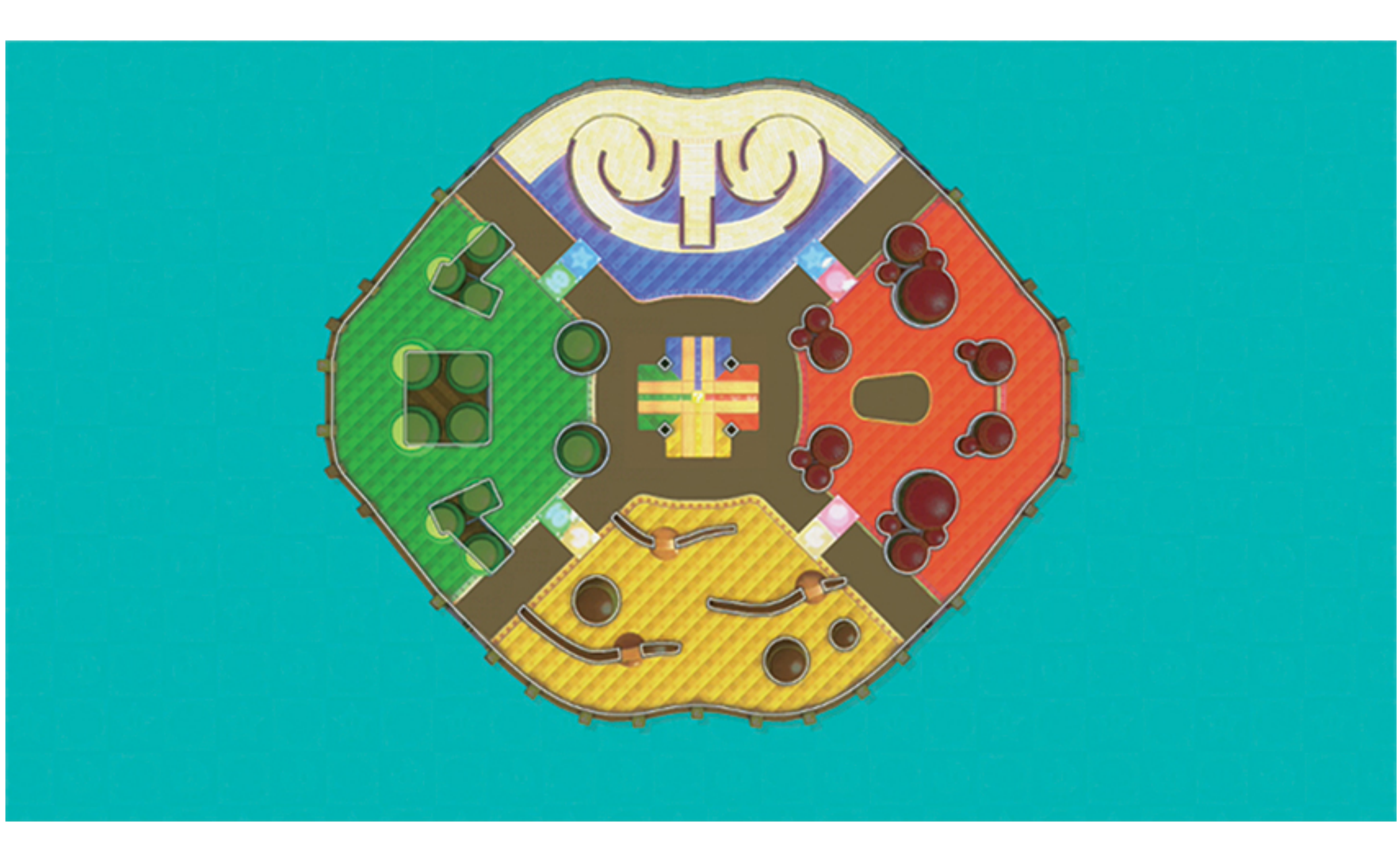
This simple arena (which like all three stages varies in size depending on the number of players) is an excellent tutorial for the various ways in which Mario can both hide and be spotted by the Toads. The green and red sections of the course feature high walls that are perfect for staying out of sight when playing as Mario. As Toads, keep an eye on the yellow section; its walls are low everywhere and these are great places to catch Mario trying to sneak out of or into the green and red sectors. The central starting point where the Star appears is also a great place to guard because it allows for almost 360-degree views of all the colored sections.



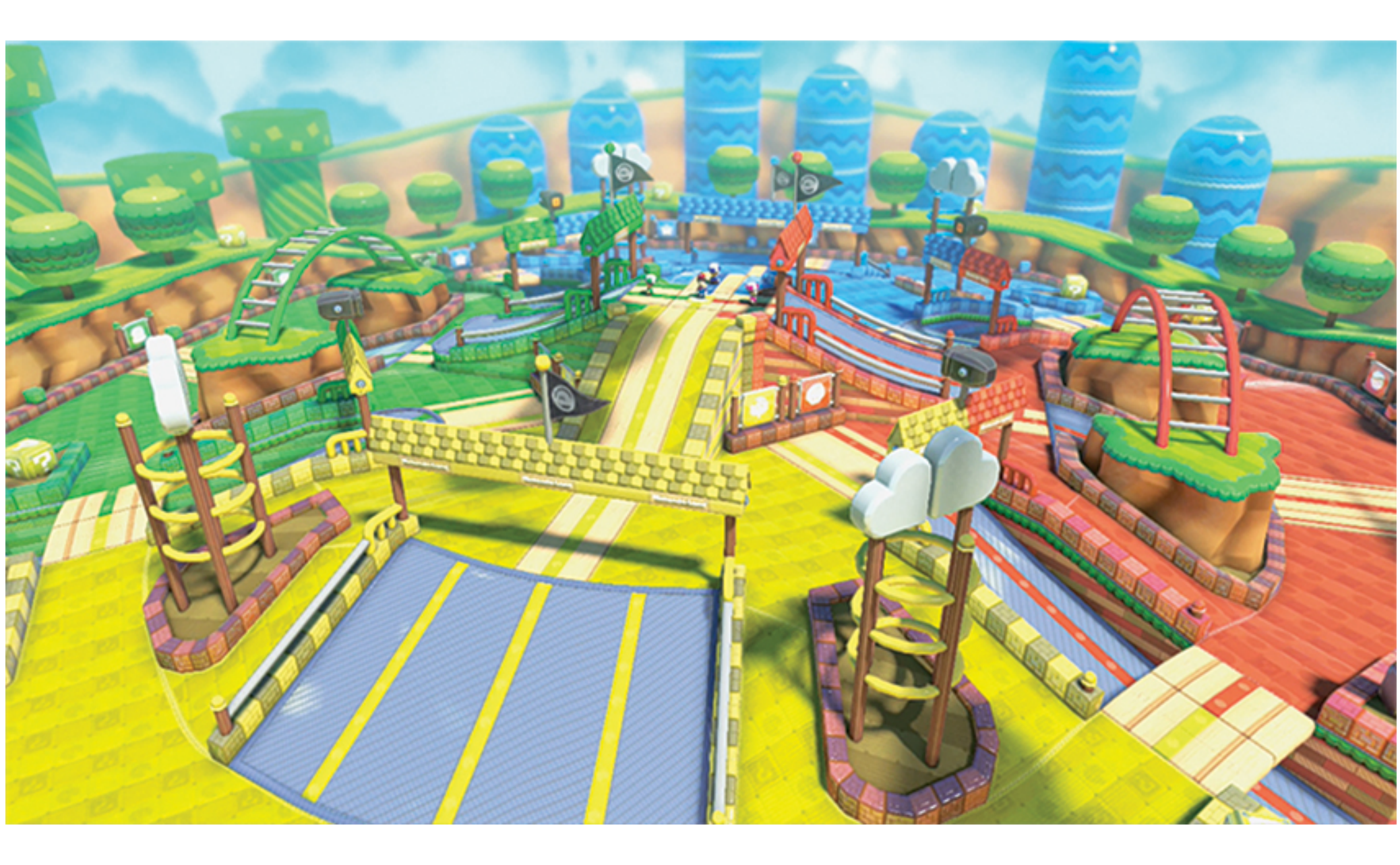
2. Mud River Run



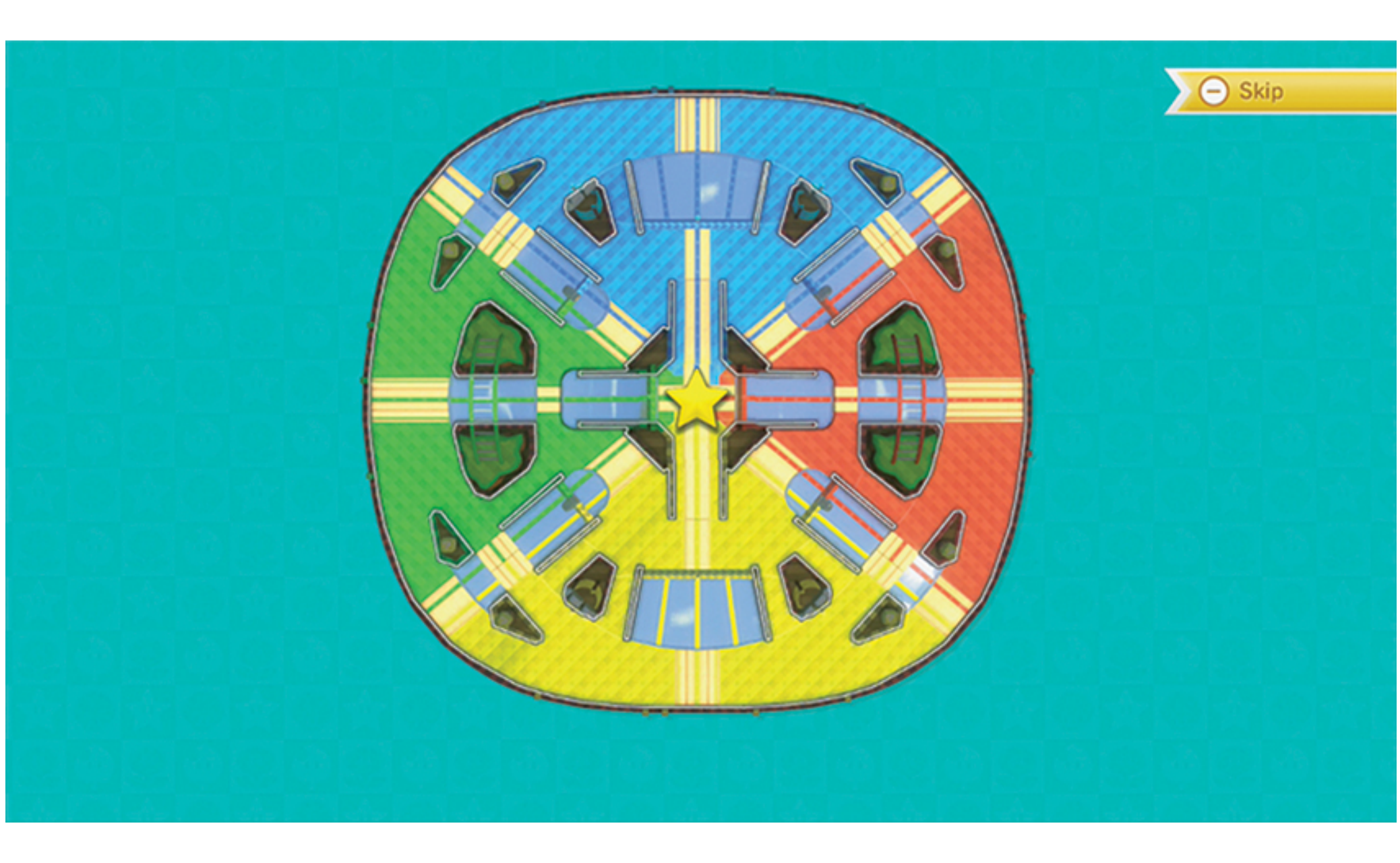
The mud here slows down Mario and Toad alike if they happen to run into it, but Mario has one key advantage: When he runs across a bridge over the muck, it disappears for the rest of the round. Used sparingly, these bridge escapes are a good way to shrug off pursuers. If playing as a Toad and on Mario's tail, try diving with the Tackle move just as the bridges start to blink to avoid getting dunked in the mud. The blue section also has a pair of high points with multiple ways on or off them. Mario can lure Toads over, then use the circular ramps or just jump off the elevated position to make his escape. The low stone walls that line the yellow section are great for doubling back and shaking off pursuers if you're Mario—or, if you're Toad, getting the drop on Mario if he isn't paying attention.



3. Slide Hill



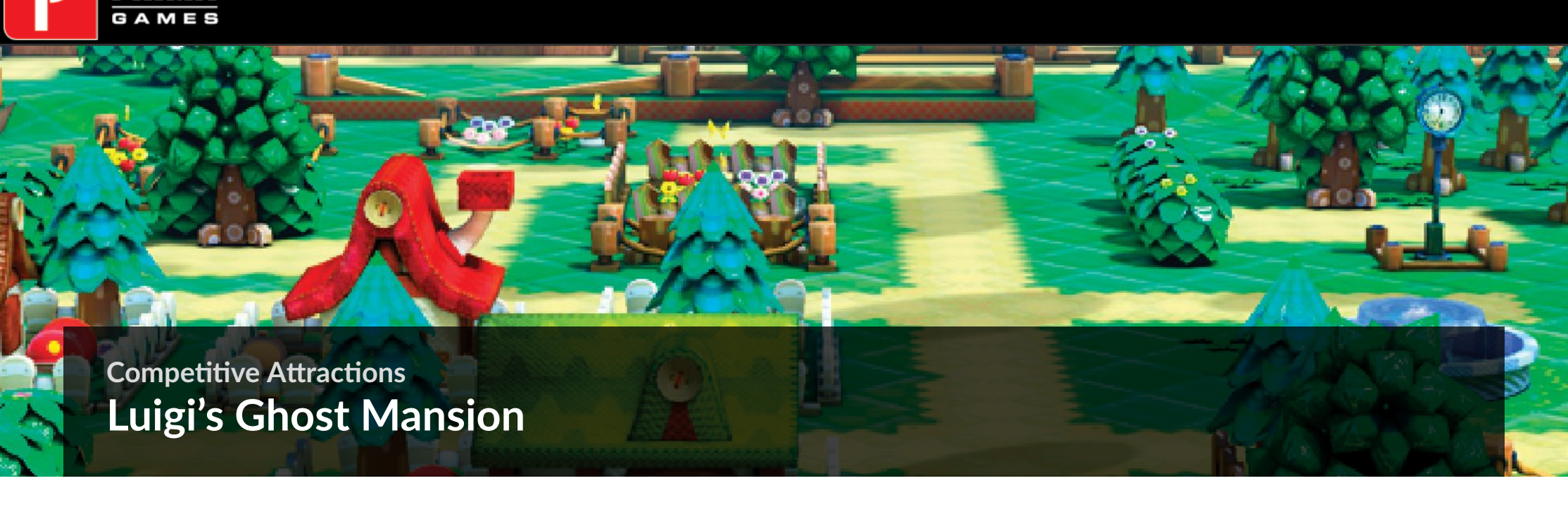
The various slides in this map are a double-edged sword. While they are great for quickly moving from higher positions to lower ones, they can also be used to trap Mario by herding him onto a slide with a waiting Toad at the bottom. The central high point is an essential tool for locating the little plumber, especially if there are multiple Toads that can switch off serving as lookout. Note, too, that the red and green sections are the only ones that have slides all the way to the bottom. Yellow and blue sectors have ramps that lead back up to the top. There are only two directions Mario can approach from when searching for the Star. The long slides that straddle the different colored sections are tempting means of escape, but they too can be used as a trap by positioning a Toad on one of the bridges and jumping in the direction of the decline. (In other words, avoid jumping toward Mario as he slides down and instead try to intercept him as he passes under the bridge.) Mario can take advantage of the fact that slides also lock pursuers into moving in a single direction. Forcing a pursuer to take the slippery slope downward can allow Mario to slide down a short section, double back, then slide down again and run away from the pursuer. There are quite a few places to hide out of the Toads' sight in the middle of the stage, but keep an eye out for lookouts up near the starting area.



A Mushroom-Plumber Ballet

Nintendo Land
Nintendo Land
Mario Wins!

One of the greatest things about Mario Chase is that the game is constantly changing. Depending on whether you're playing with friends who always seem to run the same path to hide or newcomers whose movements are completely unpredictable, the beauty of this Attraction lies in the way it evolves over time. Knowing which route to take when Mario is running from yellow to red on Slide Hill or how many bridges are left standing on Mud River Run is central to the game's strategy. Even players that know the stages inside and out can still be outmaneuvered, though, so grab some friends and watch the chase be born anew with each attempt.



Competitive Attractions

Luigi's Ghost Mansion

Luigi's
GHOST MANSION
Haunting Hijinks

Spooky Sights

Woe be unto those who would disturb the ghostly slumber of the spectral resident of these dark hallways! Any Mii who adopts the garish yellow outfit of the Ghost is given the power to see all the players at all times with the GamePad touch screen. It is his duty—nay, his purpose—to sneak up on any would-be Ghost Trackers, grab them from behind, and cause them to faint. Ghosts are not invulnerable, however. They can be targeted with the Ghost Trackers' Flashlights, and the longer the Ghost stays in the beam, the more their life will decrease. Flashes of lightning can also reveal a Ghost's position, but even this can be turned into an advantage for the Ghost.

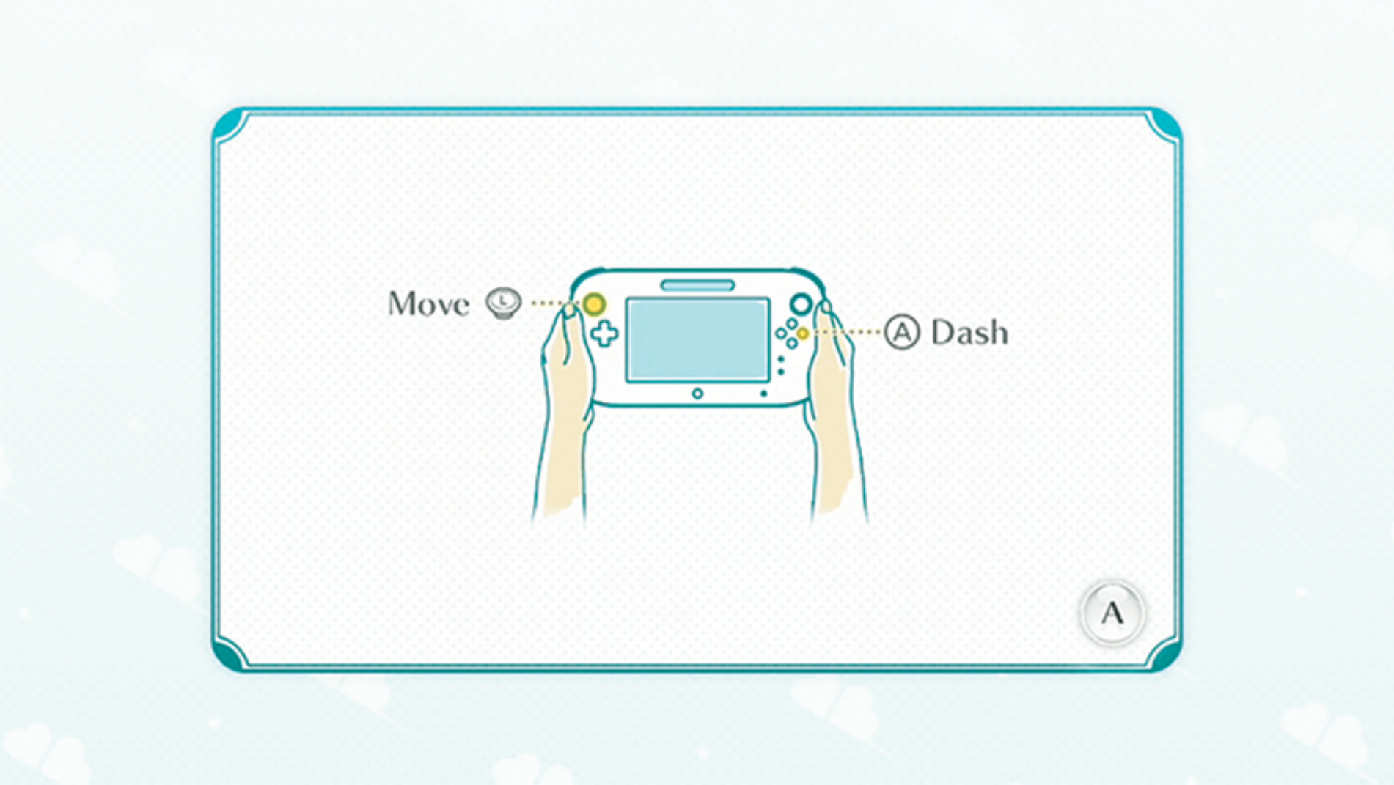
Ghost Trackers, summon all your courage as you head into these haunted locales. Equipped with a Flashlight and a spectral proximity sensor, any Mii who opts to hunt Ghosts rather than be one will feel a telltale vibration that intensifies as the Ghost draws near. Work with your friends to hunt down the spectre before they can sneak up on you! Note that the Ghost Trackers' Flashlights are not without shortcomings; they need Batteries to stay lit, and as the juice inside the Flashlights drains, their beam of light grows shorter and weaker. Keep your eyes peeled for any incorporeal attackers.

Origin Story: Luigi's Mansion

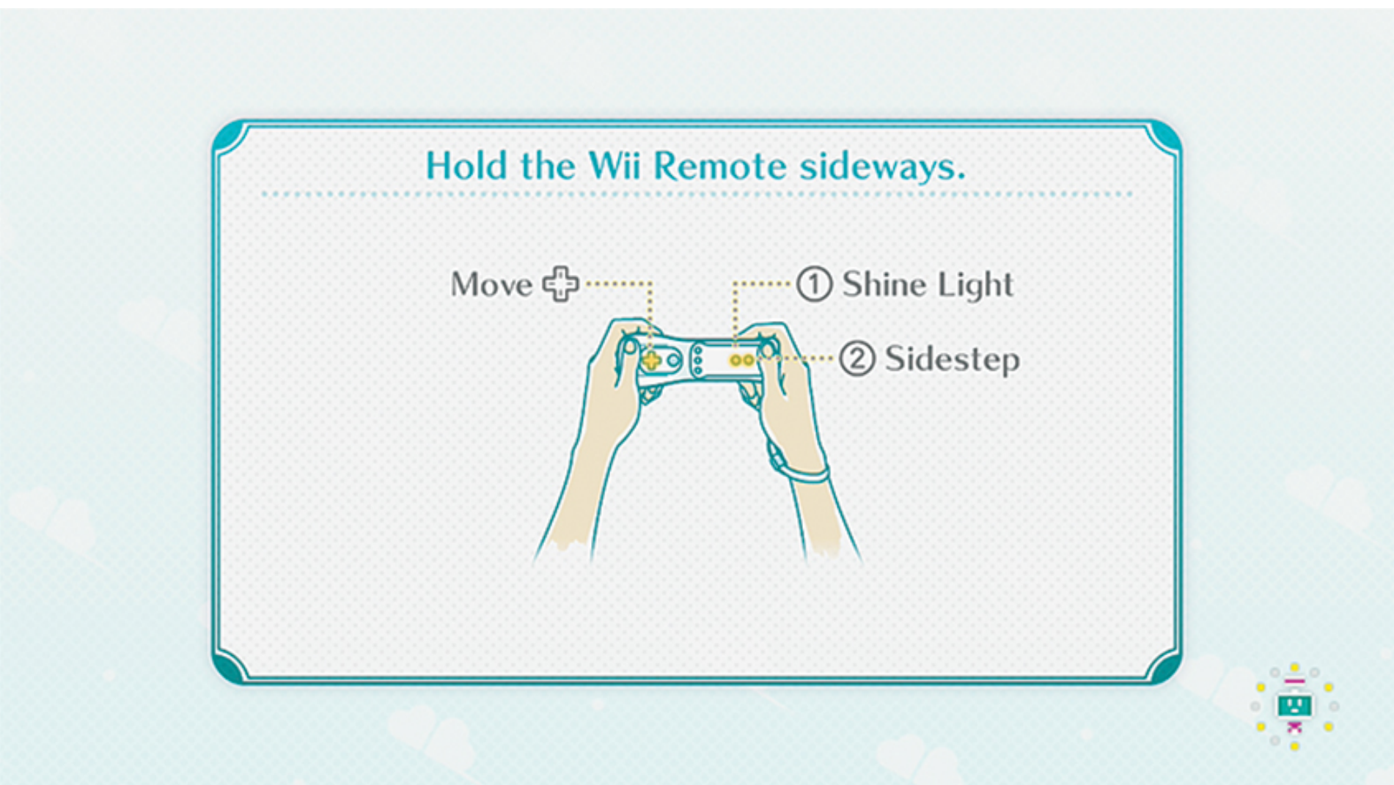
It's unfortunate that Mario's brother, Luigi, who was with him when Mario first got his name, didn't get a game of his own until the release of the Nintendo GameCube with *Luigi's Mansion* . Though, to be fair, the lankier plumber's high-jumping skills were showcased when he became a playable character in *Super Mario Bros. 2* along with Toad and Princess Toadstool. *Luigi's Mansion* finally put our green-clad hero front and center in his own game—even if he adopted the title of "hero" rather reluctantly. Seized by terror, Luigi nevertheless investigated a vast, haunted mansion. Using his trusty Flashlight and Poltergust 3000 spirit-sucking vacuum, he explored the mansion, searching for the origins of the mysterious contest he had won (but never entered). Eventually he found the source of all the trouble in a showdown with King Boo. Not bad for a character that was originally just a palette swap of Mario in the early days of video games.

Controls

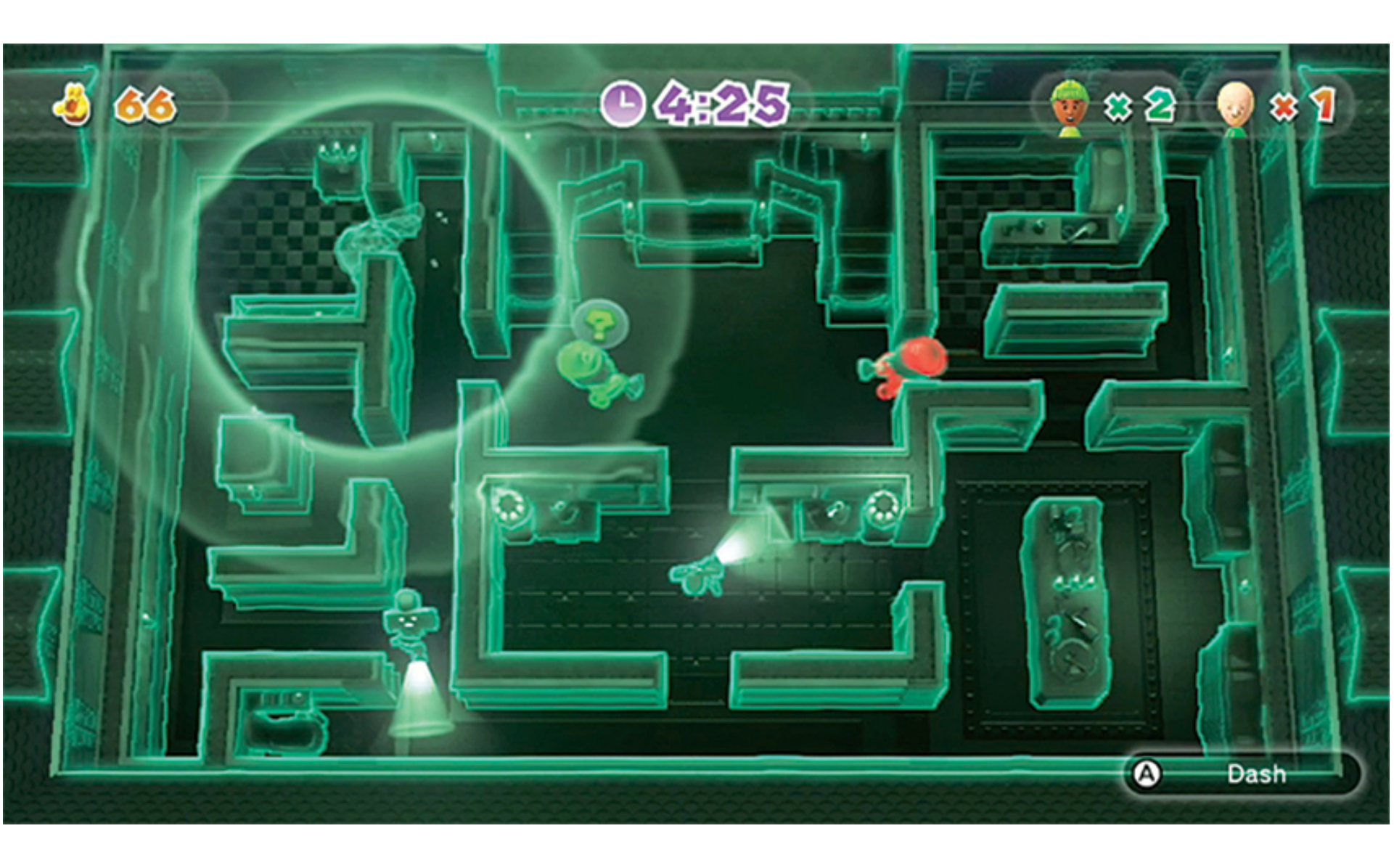
GamePad Controls (Ghost)	
Control Ghost	Tilt Left Stick
Dash	A Button
Magic Attack	Hold ZL and ZR Buttons until meter fully charges, then release



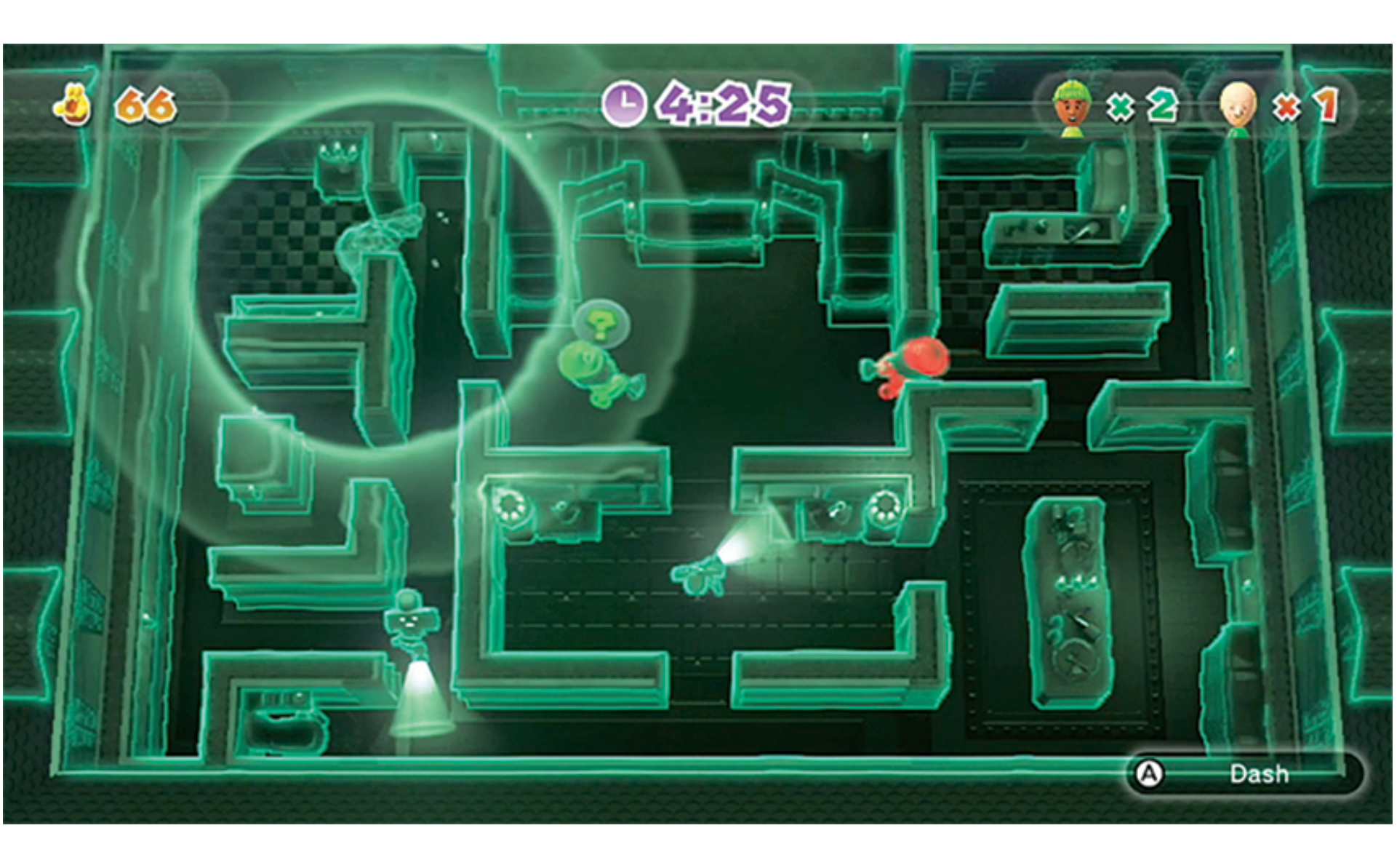
Wii Remote Controls (Ghost Trackers)	
Move	(+)Control Pad
Shine Flashlight	Hold 1 Button
Sidestep	Press 2 Button



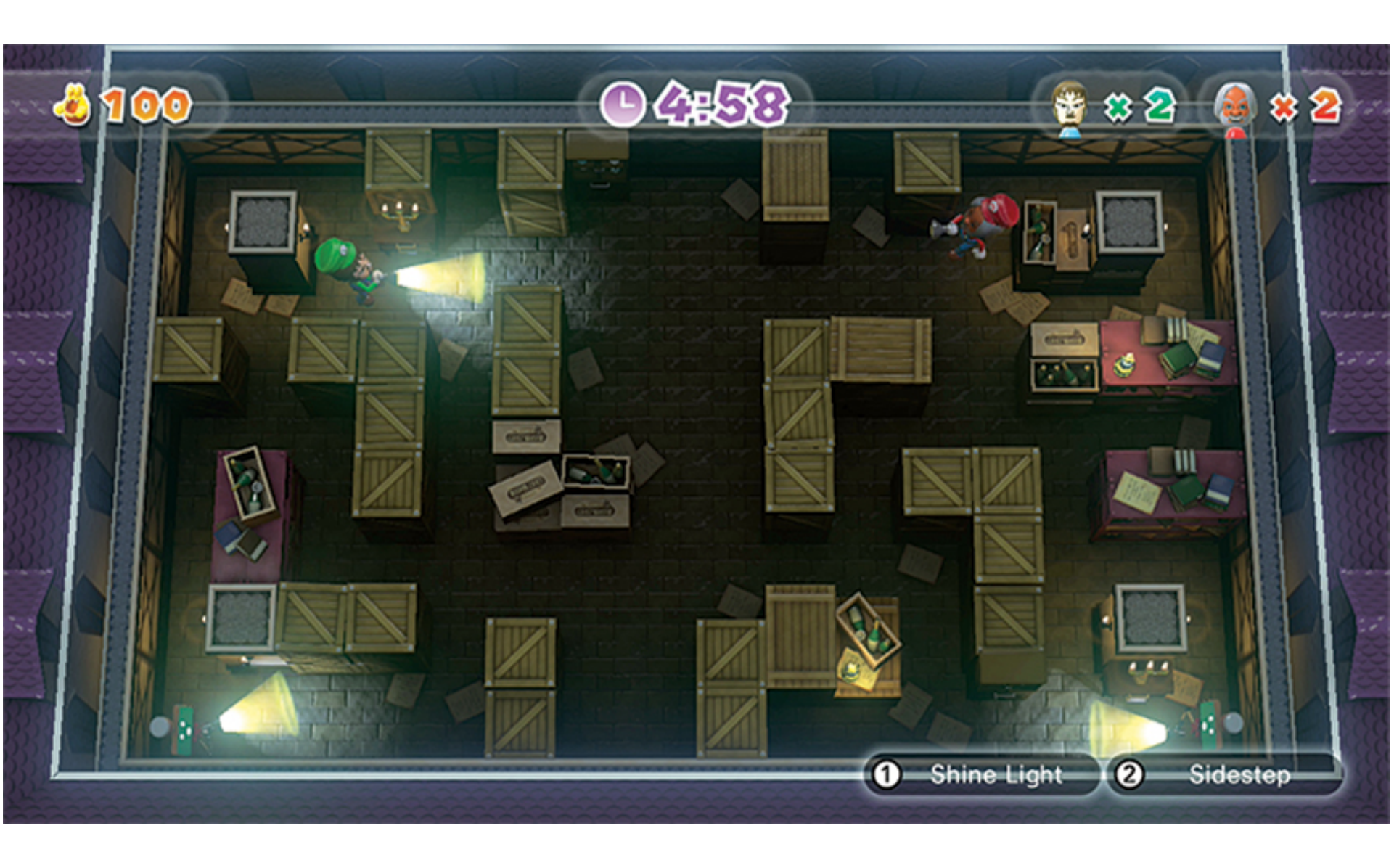
General Hunting Tips



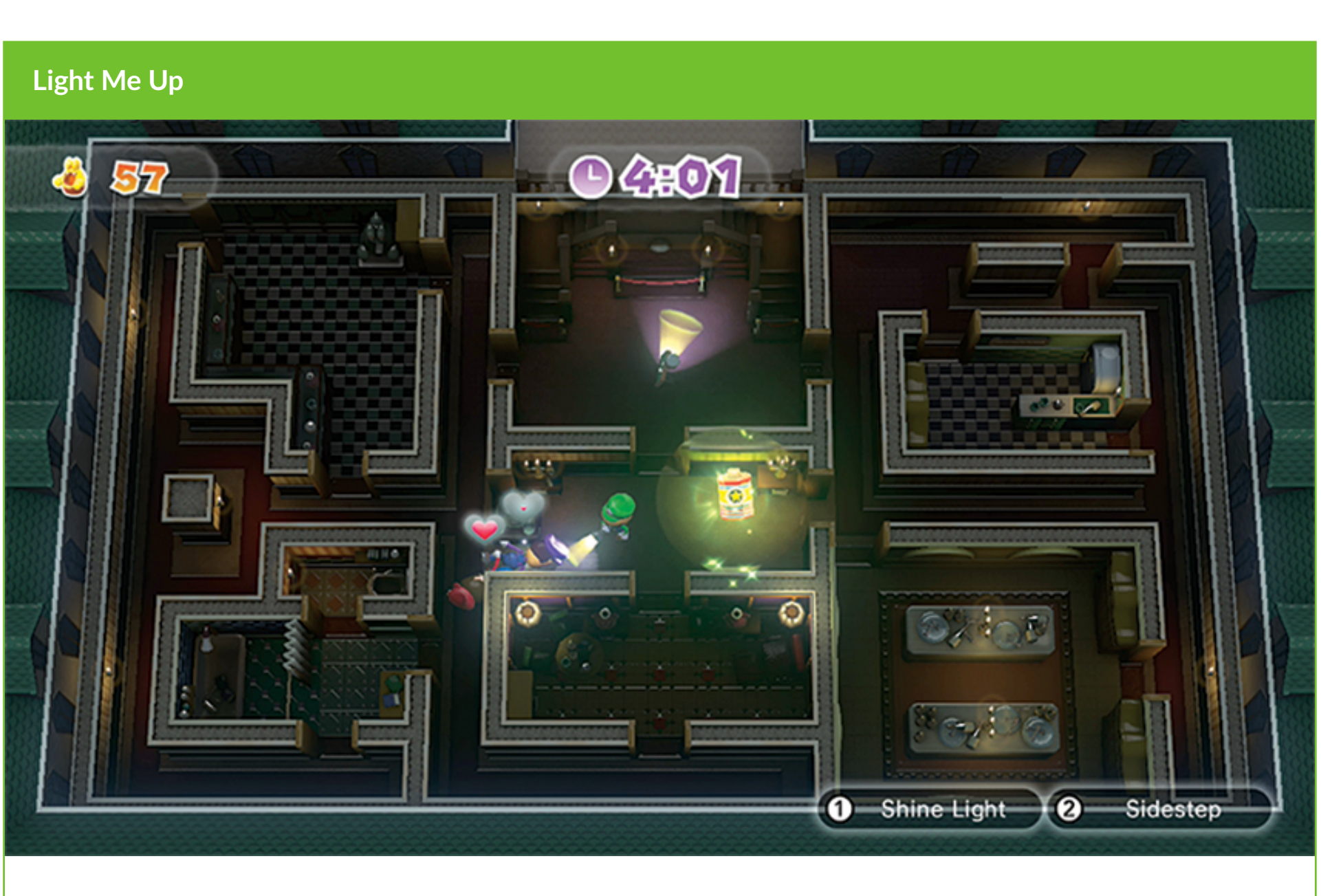
As the Ghost: Your role is that of attacker and fright factory. Because the stages' time limits often favor a slow, measured approach, intimidation and confusion are often much more useful tools than attacking outright. What better way to get a set of Ghost Trackers quaking and wasting their Batteries by shining their Flashlights than to hide on the other side of the wall where their proximity sensors will be going absolutely haywire? The longer you can go without being spotted, the more tension will build in the Ghost Trackers. Use this to your advantage to wear them down—and then strike!



As Ghost Trackers: Survival is the name of the game when on ghost hunting duty. The Ghost can see you at all times, but you must actively seek out the spectral stalker. Any glimpses of the Ghost are a huge help in evening the odds. Whenever there are fewer than four Ghost Trackers participating, robots will be added to the stage to slowly roam and scan the area. With their 360 degree sweeps, these drones often alert you to danger, and can even be used to herd a Ghost toward the Ghost Trackers so you can attack with your Mii character's own Flashlight. Batteries are absolutely vital to the ghost hunting experience. They have the power to restore much-needed (and life-sustaining!) juice to the Flashlight. A big enough Battery can power it up to a Super Flashlight. Communicate with other players constantly, and warn them of any vibrations you might feel to help narrow down where the Ghost could be.



Light Me Up

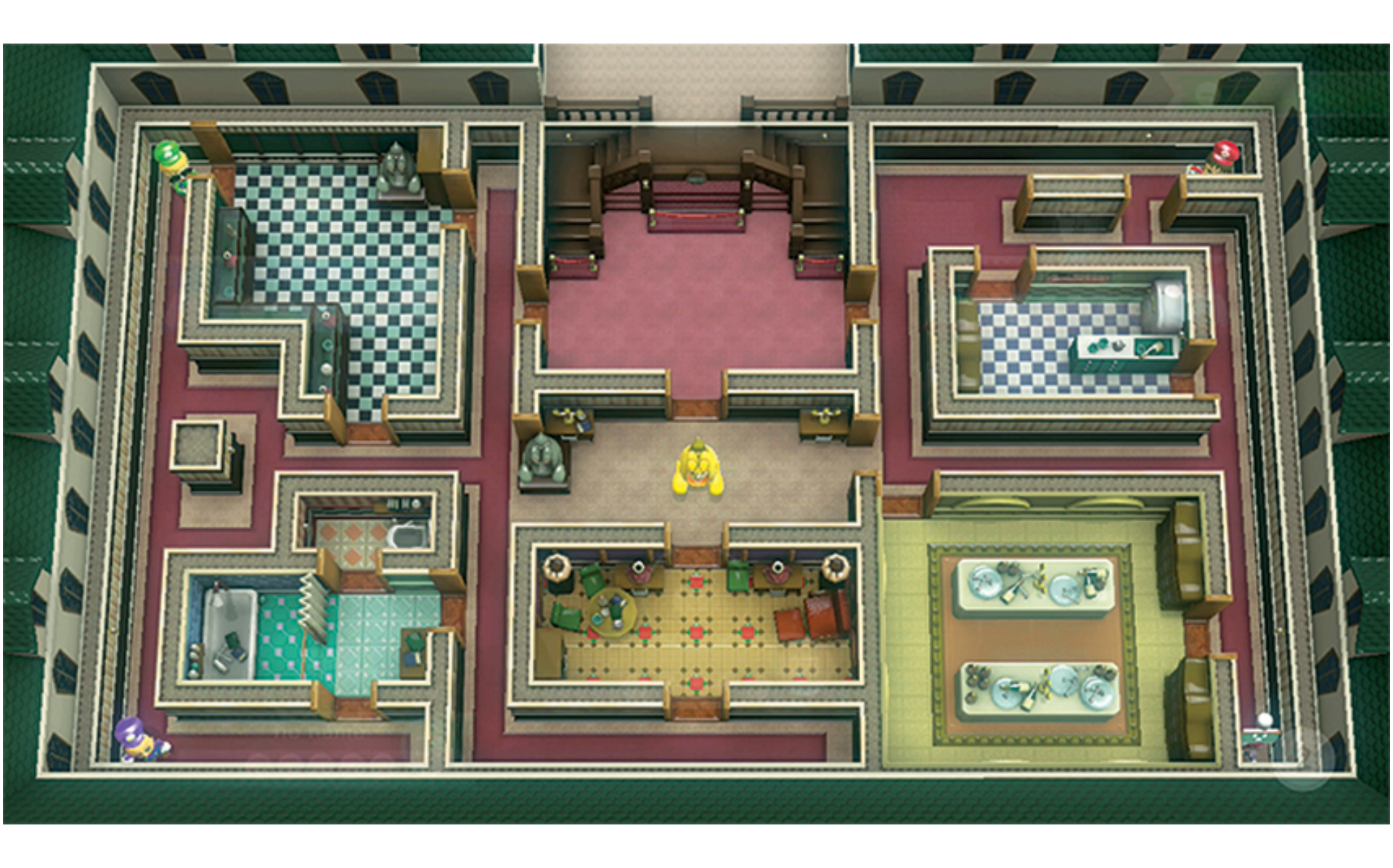


While playing as a Ghost Tracker, don't be too crestfallen if the Ghost happens to get the drop on you. If your fellow Ghost Trackers can shine their Flashlights on you until your heart gauge refills, you'll be back in the fight. Ghost players often bait Ghost Trackers by hanging out near an incapacitated Tracker and capitalizing on would-be rescuers, so don't get lured into their trap. Have your fellow Ghost Trackers watch your back while you help revive an ally. The effects of the Flashlight restoration are cumulative, which means even if an ally has to run away to avoid the Ghost, they (or another Ghost Tracker) can make their way back and continue the restoration process.

Stamps

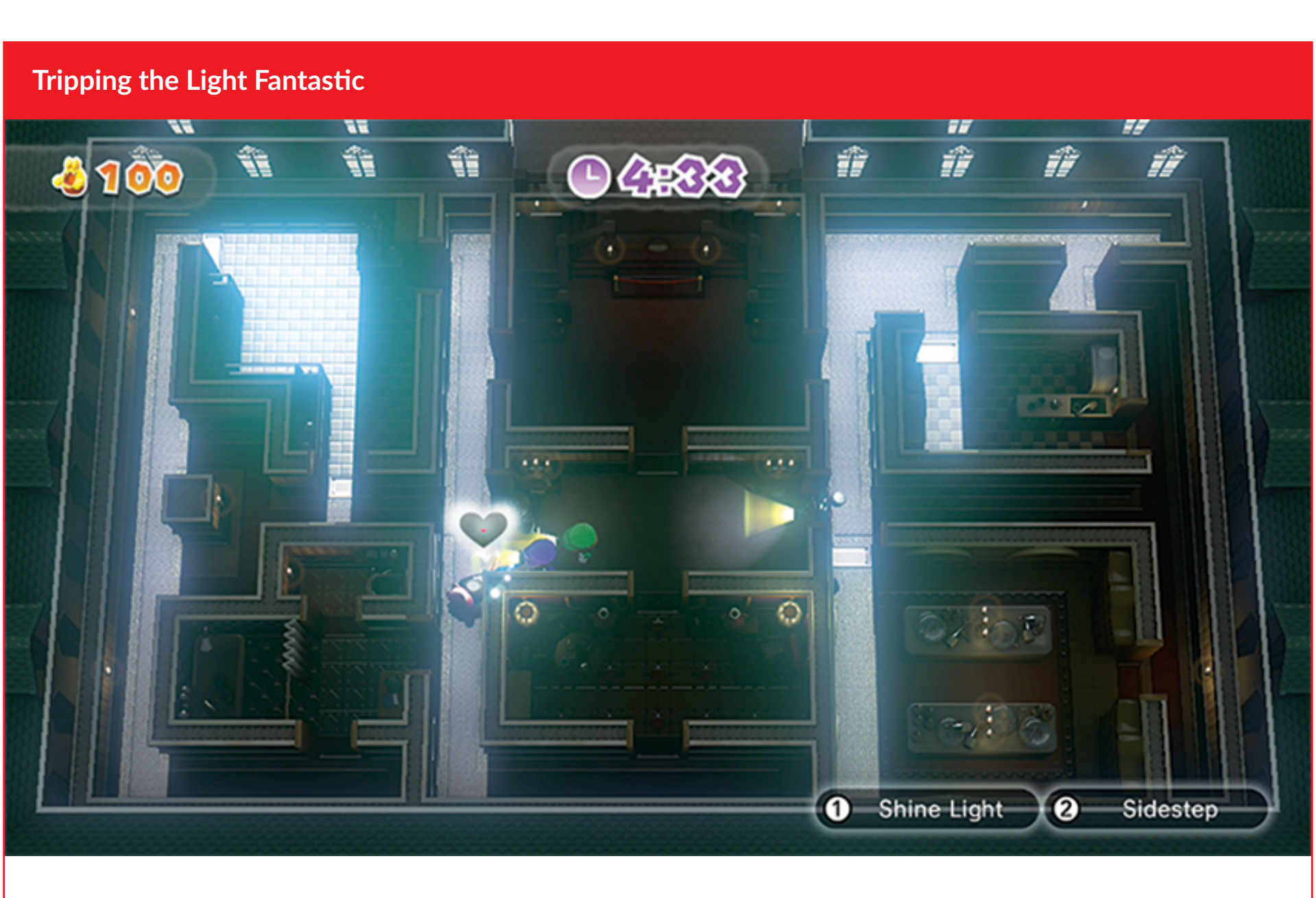
Icon	Name	Conditions
M	Starless Getaway	Win a match as Mario without ever grabbing the Star.
M	20-Second Catch	Catch Mario within the first 20 seconds of a match.
M	Finish at the Start	Be sitting at the starting point as Mario when time runs out.
M	1 Second on the Clock	Catch Mario with only 1 second remaining.
M	10-Time Champion	Successfully escape as Mario 10 times.

1. Main Floor



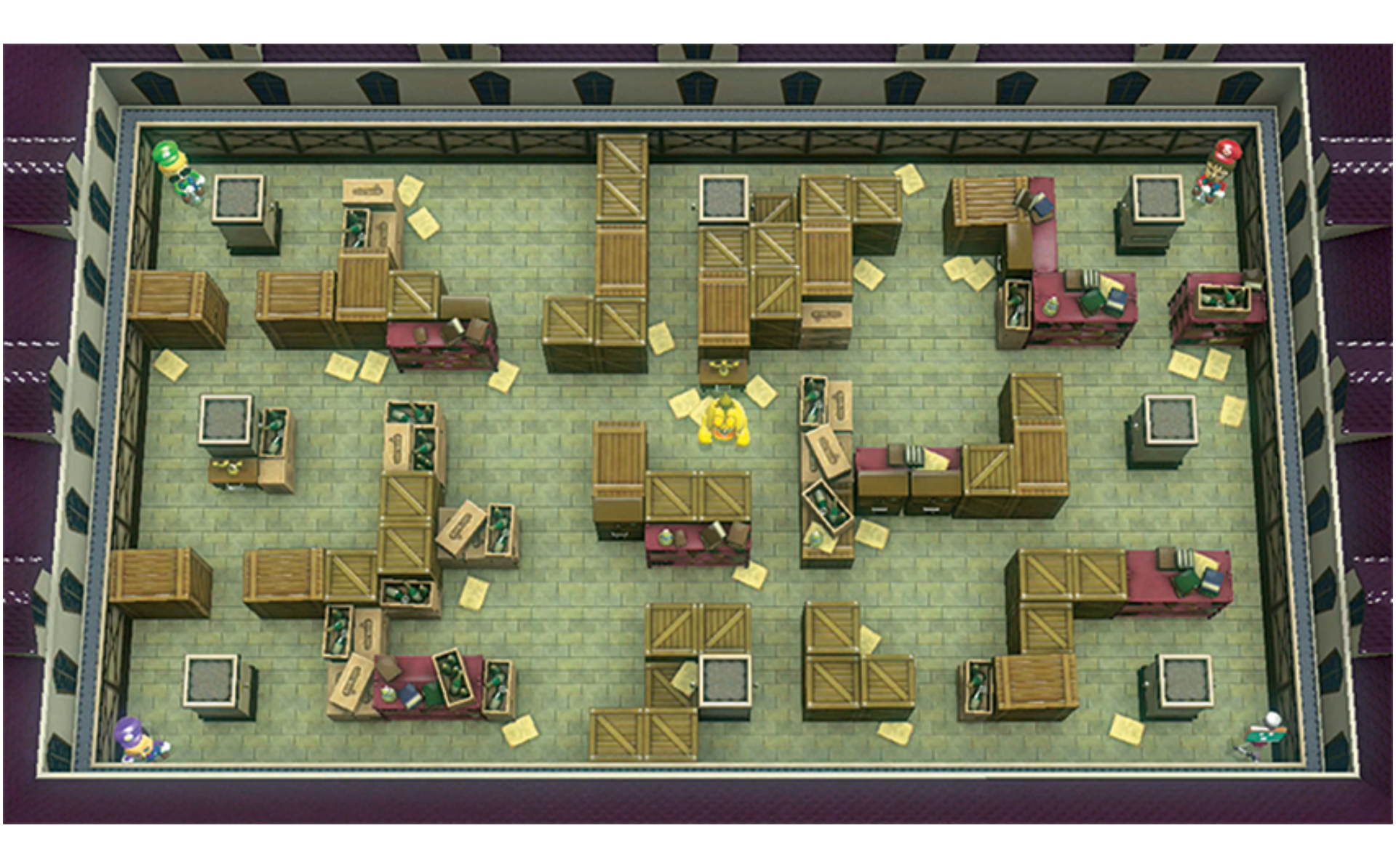
Long, narrow hallways run up the length of this cramped first level—which is either a blessing or a curse depending on your role. Thankfully for Ghost Trackers, the tightness of the hallways means most attacks (except those from around corners) will hit from the front or back, so keep swinging the Flashlight from front to back if your Wii Remote starts buzzing. The same can't be said for the Main Floor's rooms, which are a great place to get the drop on Ghost Trackers confused by the multiple entrances and exits. Note, too, that the size of this and all Luigi's Ghost Mansion levels will grow or shrink based on the number of players present.

Tripping the Light Fantastic



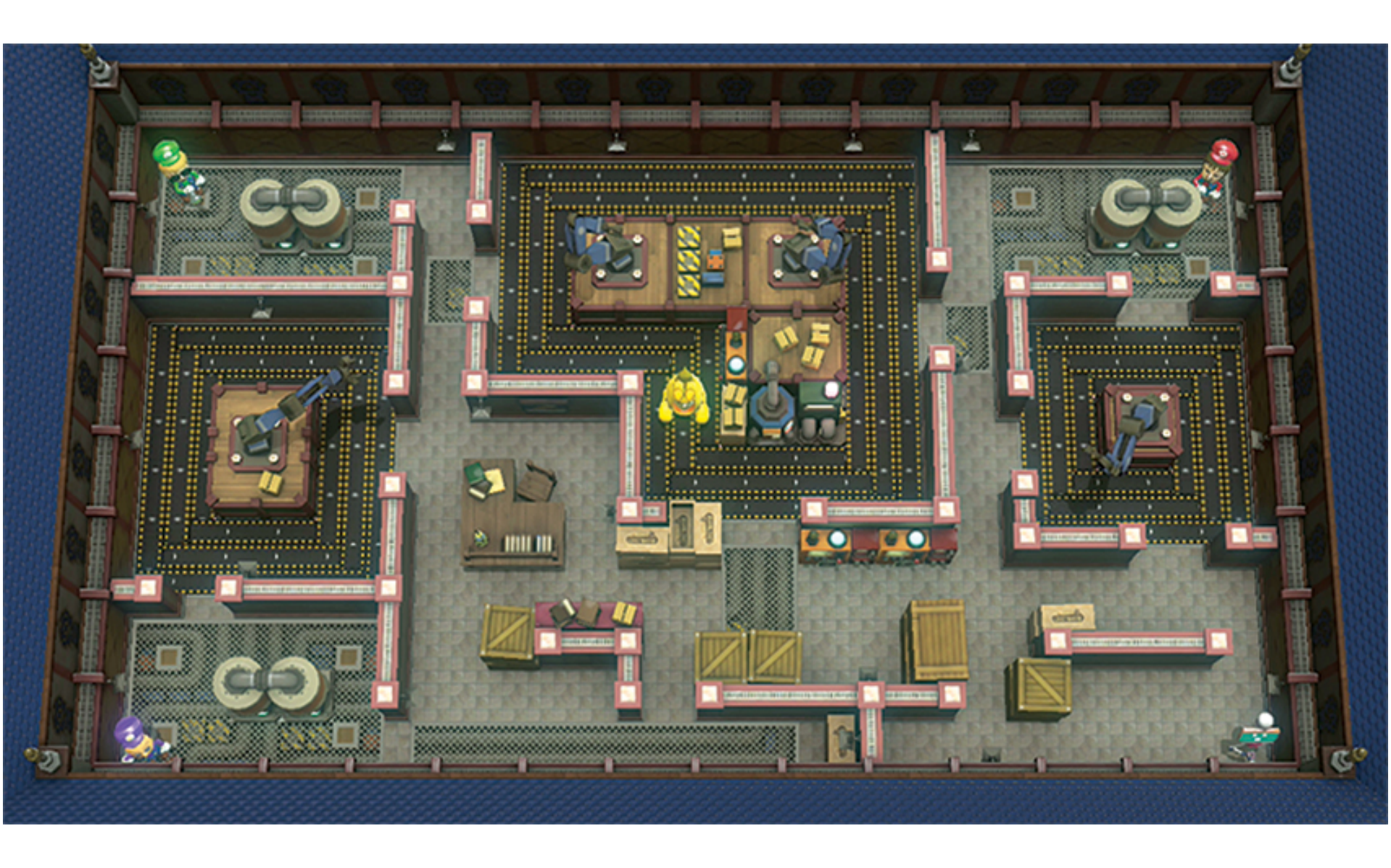
This floor of the mansion, like a few others, does have a sort of built-in anti-Ghost mechanism: The lightning flashes outside illuminate quite a few hallways and even the upper-left room. Ghosts should ordinarily try to avoid being caught in the light, since it reveals their position to all the Ghost Trackers. But even if you're a Ghost caught by a flash of light, you can still turn the situation to your advantage. Because the light lasts for a couple of seconds, even the brief glimpse the Ghost Trackers may get as the Ghost moves through the lighted hallways can be used against them. The moment the light is gone, double back and try to slip behind any humans foolish enough to think they know where you're going.

2. The Basement



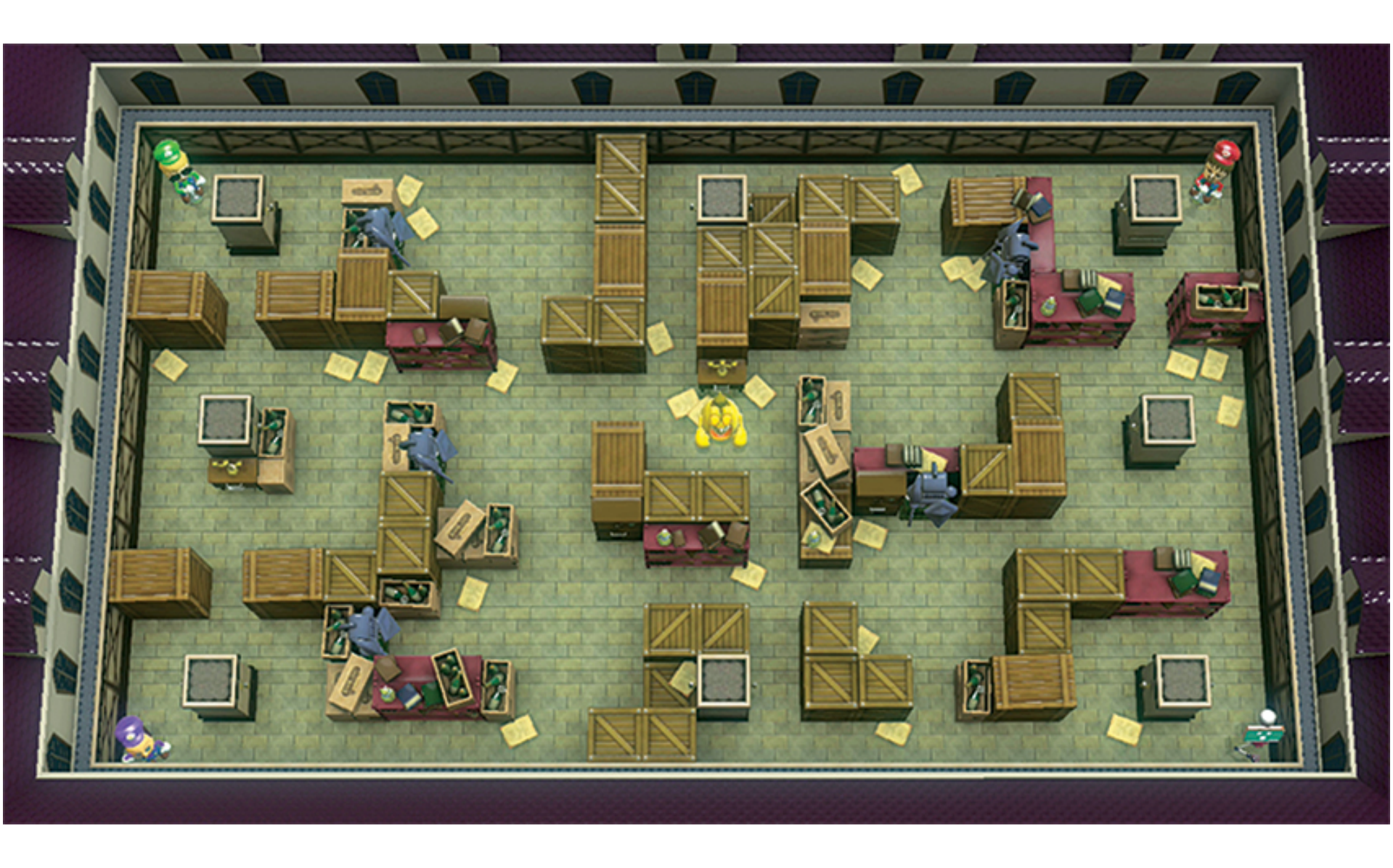
Things become considerably more dangerous for the Ghost Trackers as they head into The Basement. A combination of sharp right angles and multiple entrances or exits out of nearly every room mean it's quite easy for the Ghost to terrorize them. There's one thing that offsets the dizzying number of routes to and from most of the parts of The Basement: Lightning flashes from the left, right, and top can help reveal the Ghost as it stalks, and there aren't nearly as many chances for the Ghost to convincingly double back and dupe the Hunters here as on the Main Floor. Working as a group to cover all potential entrances and exits between flashes is also very important. In fact, not watching each other's backs in this level is tantamount to asking the Ghost to ambush the whole party, one by one.

3. Research Lab



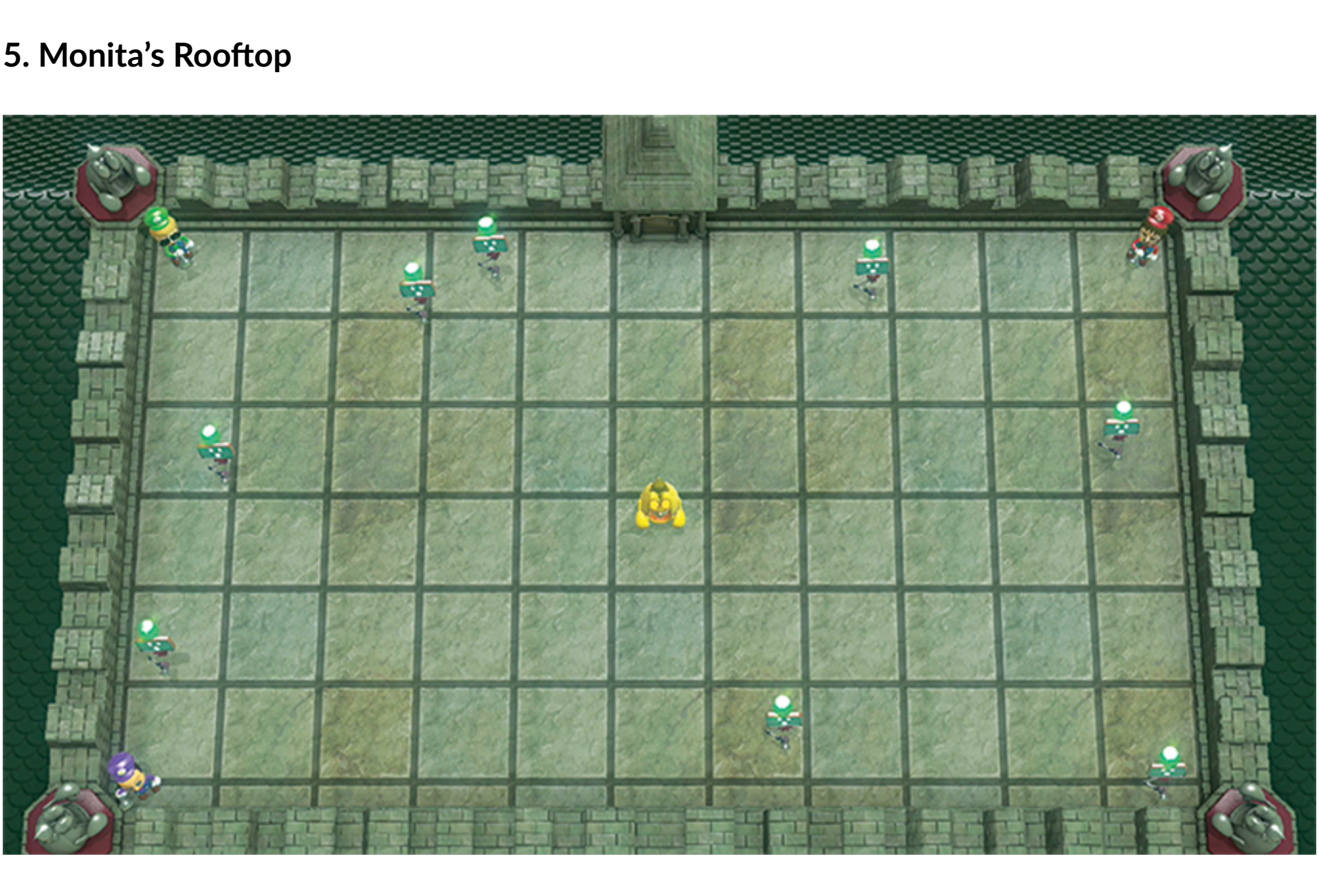
Ghost Trackers, beware of the many conveyor belts that move tirelessly in the three main rooms of this floor—particularly the large central one. Power-ups like often-needed Batteries usually show up on these motorized tracks, but once a Ghost Tracker steps onto the moving walkways, they're all but locked into that direction, as movement against the direction they're traveling is extremely slow. This serves as the perfect lure for the Ghost. Why? Simple: without a need to actually walk, the Ghost can easily move counter to the conveyors without losing speed and surprise any Ghost Trackers trying to make their way toward a Battery. In the Ghost Trackers' favor, the lightning flashes light up both the top rooms and the long hallways on either side of the large conveyor belt room when they flash through the top windows, and the lower-left room and lengthy hallway when shining in from the left windows. By employing a Ghost Tracker buddy system whenever you jump on the conveyors; one watches and points the Flashlight ahead, the other behind. This way, it's much easier to grab any power-ups that might show up. Just don't get ambushed while exiting the room; the Ghost has a nasty habit of waiting just on the other side of an exit.

4. The Storage Room



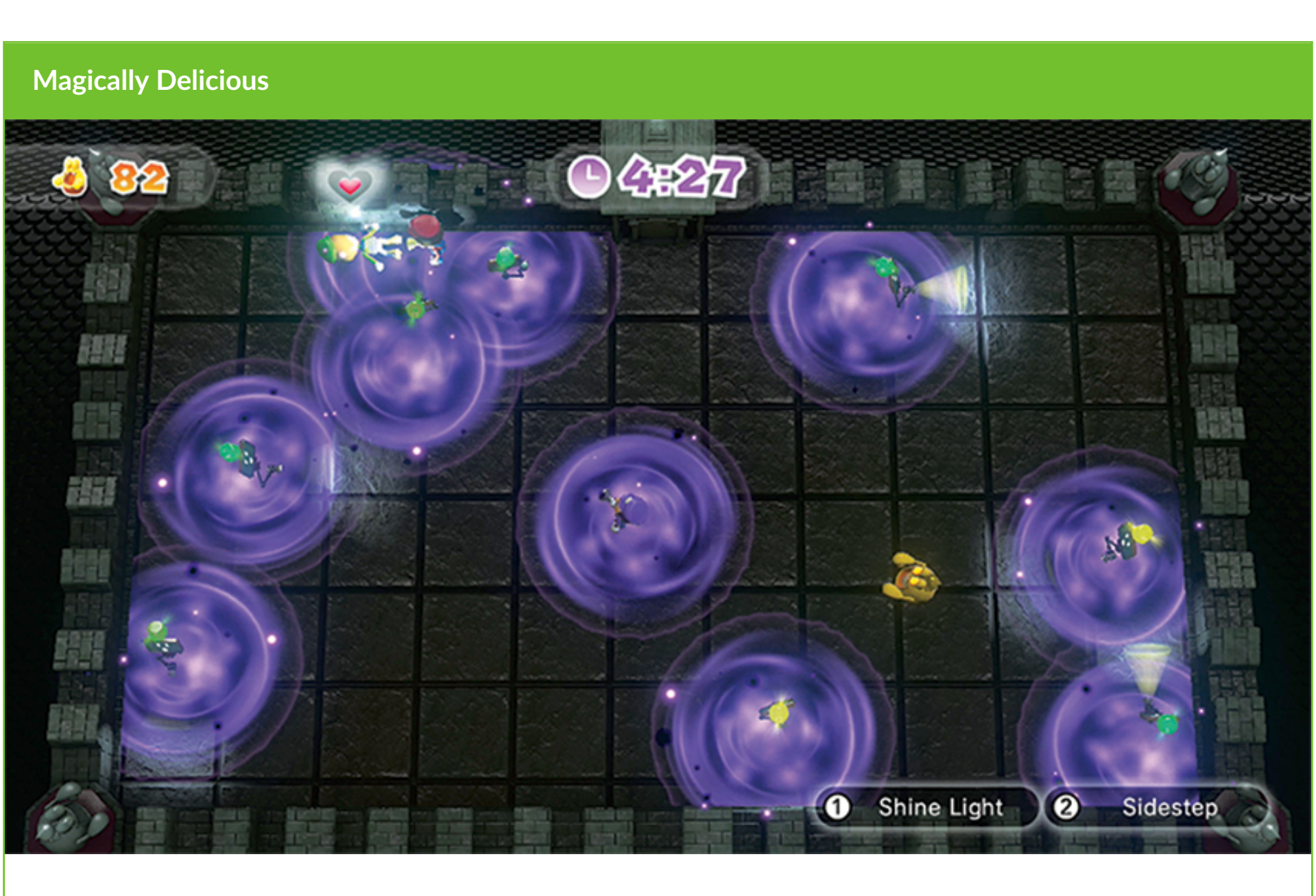
Only after playing Luigi's Ghost Mansion 20 times are levels 4 and 5 unlocked. These are much more challenging layouts, so use that experience in playing all three of the previous levels to help out with these last two! The resident Ghost has a pretty sizable advantage here thanks to the Ghost Statues—suits of armor that have a nasty habit of going haywire whenever Ghost Trackers are near. This sets off the proximity sensor, and the confusing signals make it easier for the Ghost to sneak up on them. To counter-balance this, try to stick to the areas that are free of Ghost Statues, such as the right-angled hallway near the center-top and the long hallway at the bottom. Thankfully for Ghost Trackers, lightning does flash in from all four sides, lighting up large swathes of The Storage Room—up to half of it in some cases. However, this can also be a great way to fool Ghost Trackers if you're the Ghost, since it's quite easy to double back or stay put after appearing to run down one of the hallways while it's illuminated. Ghosts need to play a careful mind game here. Let the Ghost Trackers wear down their flashlights trying to locate a sneaking Ghost by the Ghost Statues. Seize on any opportunities to attack in rooms with multiple entrances, especially if a Ghost Statue is going off nearby (the room just to the right of center is a great place for this).

5. Monita's Rooftop

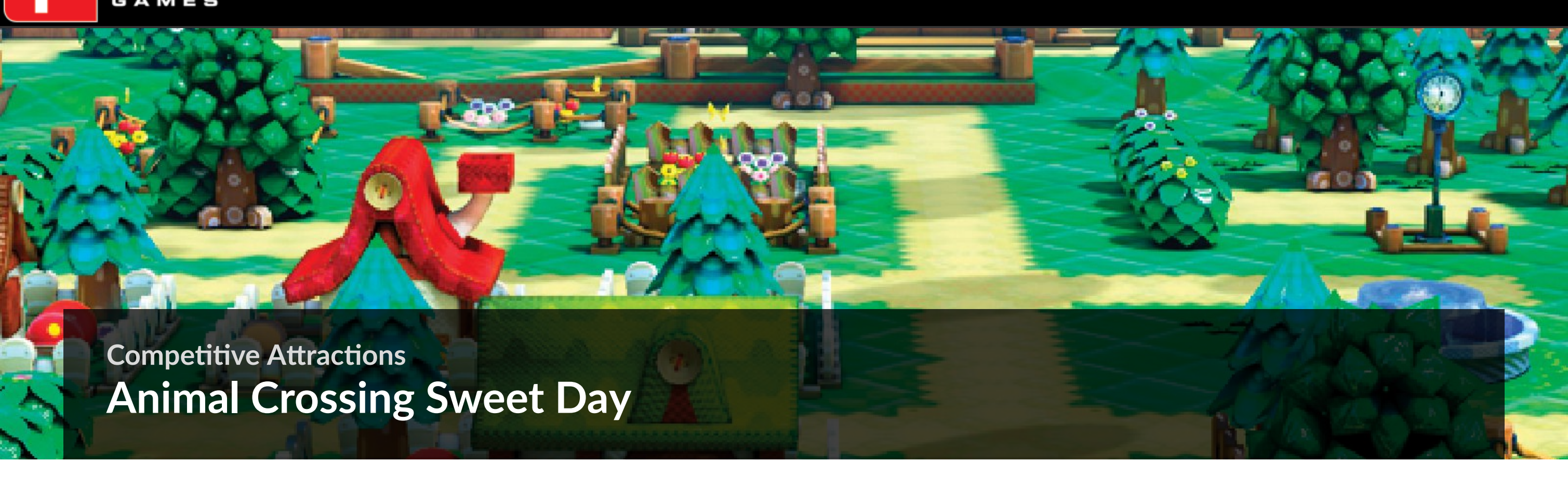


It would appear the scales have finally tipped in the Ghost Trackers' favor. This wide-open rooftop is absolutely littered with AI drones that will actively change color when the Ghost is near. The lights atop their heads going from green to yellow to red according to proximity. With the lightning flashes that light up the whole floor, you have a seriously dangerous set of constantly moving threats to the ghastly attacker. Keep your eyes open at all times as the Ghost Trackers to avoid a sneak attack out here in the open.

Magically Delicious



There is one last trick that the Ghost has in his repertoire: Magic. By holding the ZL and ZR Buttons until the on-screen meter fully charges, the Ghost can unleash an attack that stuns all nearby enemies, even the robots, and completely drains all flashlights. The only catch is that the whole time the Magic attack is being readied, the Ghost is completely visible, and can be interrupted at any time before the meter fully charges. If you see the Ghost starting to charge up, make a beeline for the ghoul to interrupt the process or risk being incapacitated and attacked without mercy.



Competitive Attractions

Animal Crossing Sweet Day

Animal Crossing
SWEET DAY
Eat and Run

In Search of Candy At Any Cost

The Gatekeepers' Perspective

It seems you just can't count on the common decency of Animal folk around these parts. Why, there's perfectly good Candy sitting in those trees, more than any normal person could ever want. But these Animals? They're insatiable! Constantly gobbling up all the goodies until their heads have swollen so large they can barely move. That's fine, though. As Gatekeepers, we have the ability to search for would-be thieves independently of each other—using the GamePad. The Left Stick controls one Gatekeeper, while the Right Stick controls the other, and the ZL and ZR Buttons let them each tackle enemies as they see fit. Sure, it might be a little difficult to keep track of everything all at once, but with a little practice, those critters don't stands a chance.

The Animals' Perspective

What has gotten into those strange Gatekeepers? Does the sweet, delicious Candy dotting this lush landscape not come from nature itself? Is it not there, waiting—no, *asking* —to be plucked from the dirty ground, wiped clean, and deposited into our hungry tummies? Of course! Plus, it's not like we Animals are greedy; we can easily drop candies if we need to, though that's usually to help us speed up and get away from those pesky Gatekeepers. No matter, what was once dropped voluntarily can be picked up again. Involuntary loss, like being tackled by the Gatekeepers, forces some candy out that can't be recovered, so stay away from those Gatekeepers. Long live the giant-headed Animals!

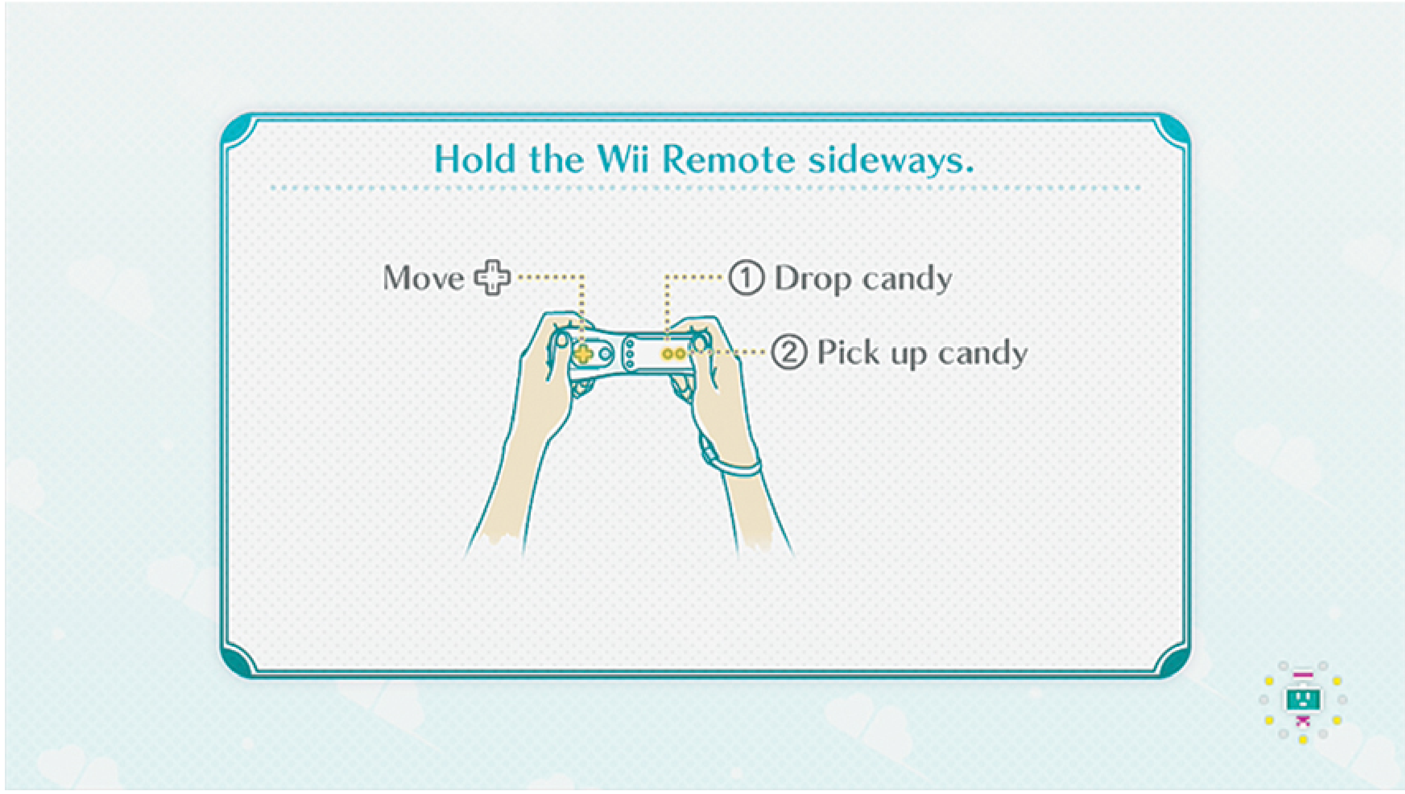
Origin Story: Animal Crossing

When you think of a so-called sandbox game, what comes to mind? Driving around a densely packed city? Flying between tropical islands? Or is it something truly open-ended, a world where you are merely a resident and the local inhabitants go about their lives as they please? With no set objectives or over-arching story, Animal Crossing was a truly revolutionary kind of simulation that actively utilized the Nintendo GameCube's internal clock to create seasonal events and celebrate holidays. Players' birthdays were met with gifts and an adorable cast of characters was always eager to welcome their newest resident.

Controls

GamePad Controls (Gatekeepers)	
Turn Camera On/Off	Press Camera Icon on GamePad
Control Left Gatekeeper	Tilt Left Stick
Control Right Gatekeeper	Tilt Right Stick
Tackle	ZL or ZR Button for Left and Right Gatekeeper

WiiRemote Controls (Animals)	
Move	(+)Control Pad
Drop Candy	1 Button
Gather Candy	2 Button



General Hunting Tips

Candy: 30 to go
ON/OFF

As the Gatekeepers: Being in control of two separate characters at once can be a brain-scrambling exercise at first. Start by moving together and execute pincer attacks by surrounding any Animals you might find on two sides. With a little practice, it becomes quite easy to herd Animals around, chasing an Animal with one Gatekeeper while drawing them toward the second. The view on the GamePad expands constantly to accommodate the Gatekeepers distance from each other, but don't stray too far. The biggest advantage the silverware-wielding protectors have is their coordination, and you can't coordinate two Gatekeepers well when they are at opposite ends of the map.

2 more to catch!
① Toss
② Pick up
2 more to catch!
① Toss
② Pick up
Candy: 27 to go
2 more to catch!
① Toss
② Pick up

As Animals: Candy, delicious Candy! Though it may be tempting to start gobbling up everything in sight, remember this cardinal rule: The more Candy an Animal is holding, the slower their movement speed. Without any Candy, they can easily outrun the Gatekeepers, but when burdened by a huge head, they're slow and easy to capture. Drop Candy in an area that your Animal allies can get to while you lead the Gatekeepers away. Don't just play scrounger; you can store Candies in a Candy Stash before going to grab more. When playing with friends, remember that Candy Trees have multiple candy switches near them. If you and your Animal buddies stand on these switches , the Tree will release huge amounts of Candy!

Weight For It

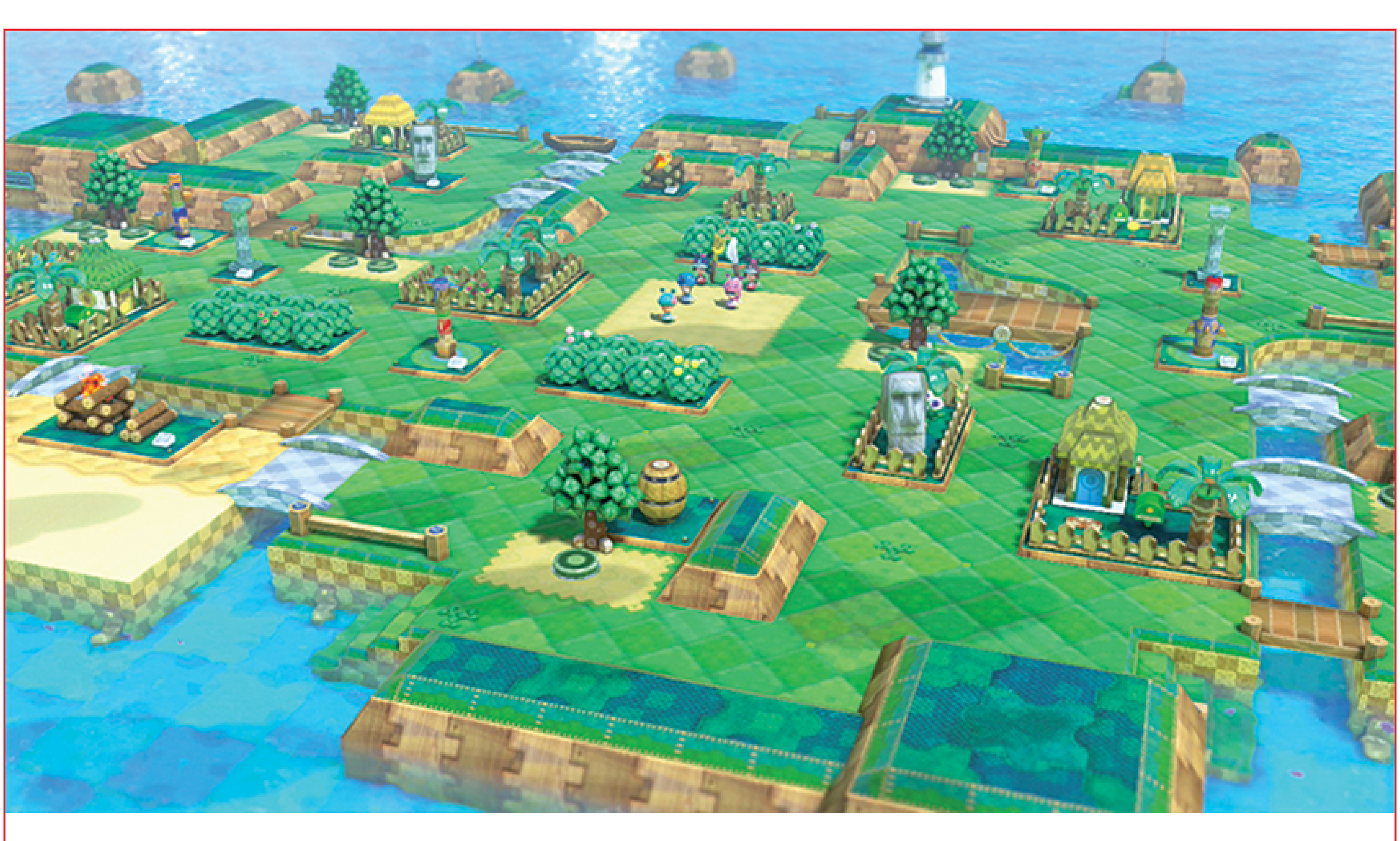
① Toss
② Pick up
① Toss
② Pick up
Candy: 35 to go
① Toss
② Pick up

If there's a core strategy for gathering Candy as an Animal, it's this: leave as much on the ground as possible early in the match, then come back for it later. That requires a coordinated effort, so work with your fellow Wii Remote users to step on Candy Tree pressure plates without actually picking up the spoils. After a sufficient amount of Candy has been scattered around, split up and try to divide the Gatekeepers' attention while you grab all the little round treasures!

Stamps

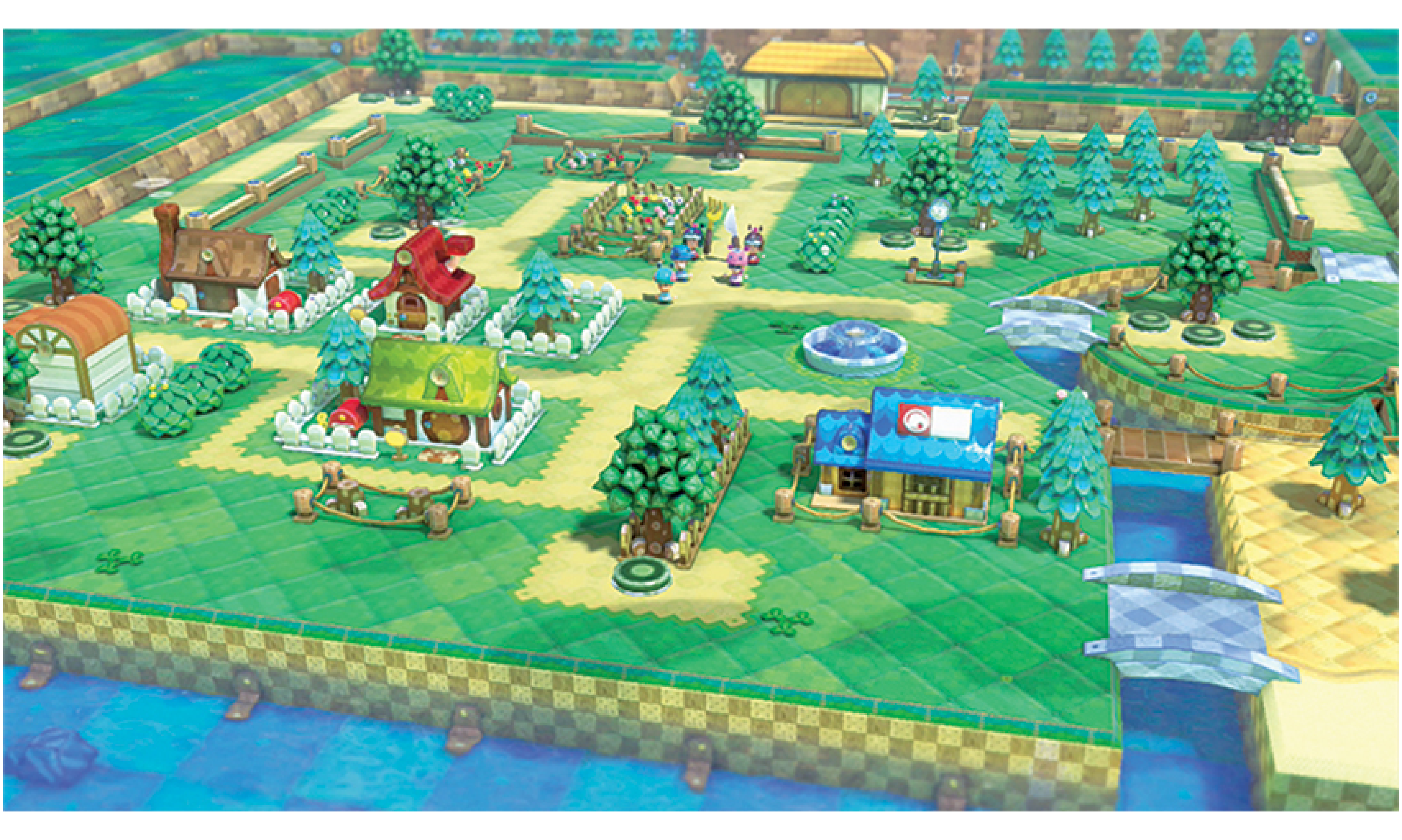
Icon	Name	Conditions
●	So... Much...Candy...	Win with a head full of Candy.
●	Tackle Takedown	Perform a tackle.
●	Sneaky Snatcher	Win without being caught once.
●	Double Takedown	Catch two Animals at the same time.
●	Serve and	
●	Protect x10	Win 10 times as the Gatekeepers.

1. Sweet Day Island Tour



Ah, smell those beautiful salt breezes and soak up all the life-giving, Candy-sustaining sun, but don't get too distracted by all the verdant surroundings. There's Candy to be had! Or, if you're a Gatekeeper, there's Candy to *protect* . For Gatekeepers that can properly box Animals in, the smallish islands connected by bridges are a great place to perform some precision tackles. (It's even possible to herd two Animals into one of these small areas to score the Double Takedown Stamp.) If you're playing as the Animals, try to avoid crossing too many bridges near the water, as you could be boxed in. Make the most of all the open space when playing as the Animals by splitting up early to set the Gatekeepers searching for a target. While they're distracted, try to scoop up a few bits of Candy and deposit them all somewhere you'll remember how to get back to. Remember, the more players participating, the larger the level size. More Animals means more ground for the Gatekeepers to cover.

2. Downtown Sweet Day



Downtown Sweet Day is a bit more dense than the first seaside stage, and that means two things: There are more chances for Animals to slip out via alternate means, and more chances for Gatekeepers to use their superior overhead view to get the drop on Animals. This is a stage filled with plenty of Candy Trees, so it's important that Gatekeepers hang back while the Animals try to use the Trees to reveal tons of Candy spoils. Because they have to step onto the plates near the Trees for a few seconds, a random surprise attack from behind a nearby building or a pincer attack from the left and right is a perfect ambush situation. Try to keep the Gatekeepers relatively close to each other, but not so close that their advantage of seeing more of the downtown area is compromised. For Animals, distraction and relocation are equally important. For games with three or more players, consider dropping Candy near the group of normal trees in the upper corner of downtown. The many routes around the trees can make for a confusing and effective escape as the Gatekeepers try to anticipate where you're going to move in for the tackle.

Solo Attractions

Yoshi's Fruit Cart

Yoshi's Fruit Cart
On the Snack Trail

A Fruitful Journey

When is a line more than a line? When it's the exact route that an adorable, awesome little dinosaur (or a cart approximation thereof) takes in a quest to gobble up fruit and make a break for the exit. *Yoshi's Fruit Cart* is perhaps the most unique game in *Nintendo Land* , as it leverages the touch screen capability of the GamePad in conjunction with your TV to create a game that's easy to understand in seconds, but will take dozens of hours to master. With 20 distinct challenges to start and many times more waiting for those that can pass the initial challenges, *Yoshi's Fruit Cart* is the perfect introduction to what makes the Nintendo Wii U different from any other console.

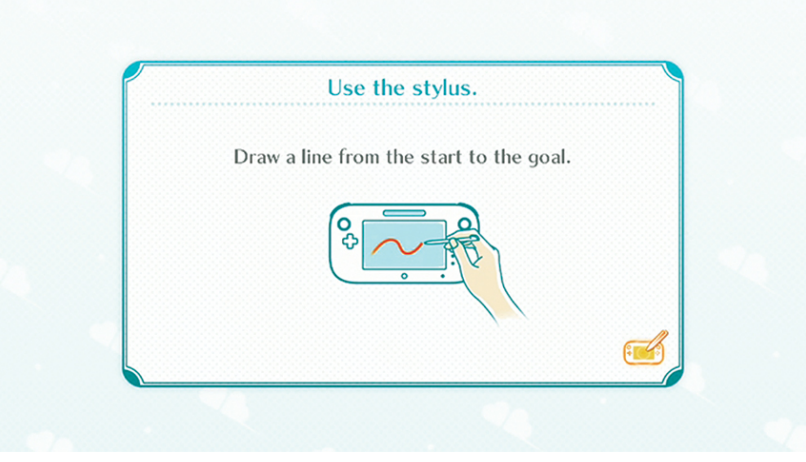
Origin Story: Yoshi

When one thinks of a sidekick for Mario, "big, green dinosaur with a prodigious appetite and prehensile tongue to match" probably isn't the first thing that springs to mind. And yet, more than 20 years after Yoshi's debut in *Super Mario World* on the Super Nintendo Entertainment system, can there ever really be another sidekick? Yoshi is loyal, brave, and offers a set of abilities that are completely unlike the plumbers, mushroom people, and princesses that made up the previous *Mario games* . Yoshi is, if nothing else, one of a kind (well, unless you count the rest of his multi-colored species seen in *Super Mario World 2: Yoshi's Island*). Not surprisingly, his Attraction in *Nintendo Land* is equally special.

Controls

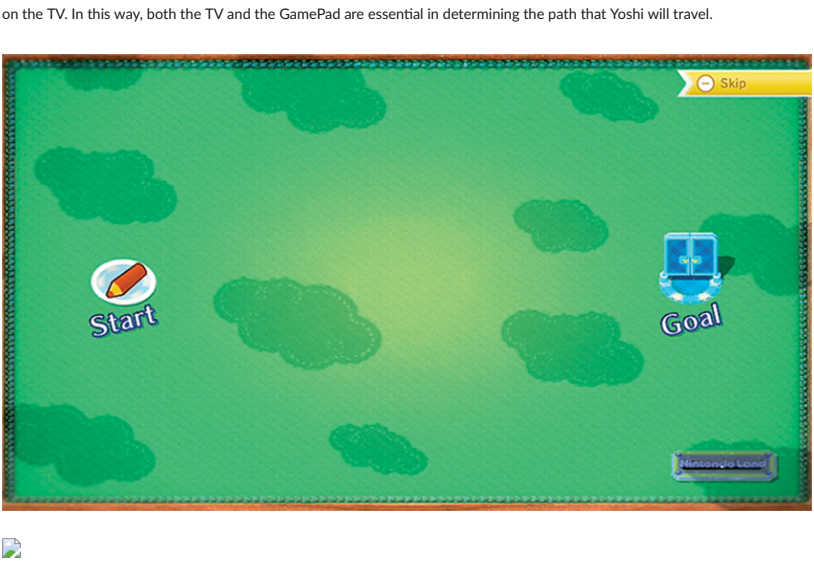
Gamepad Controls	
Remove Object	Use Wii Remote to point at object, then press A Button (can only be used once per Gate)

Assisted Play Controls	
Draw Path	Use Stylus to trace path
Erase Path	Tap or hold Eraser icon
Start Walking	Tap Go! button on touch screen


Use the stylus.

Draw a line from the start to the goal.

The GamePad and your TV are used in complete harmony for *Yoshi's Fruit Cart* . There's a very specific reason for this: while you *draw* a path for Yoshi to travel on the GamePad touch screen with the Stylus, the actual objects to be collected only appear on the TV. In this way, both the TV and the GamePad are essential in determining the path that Yoshi will travel.



The First 20

Well with a title like that, you know Yoshi has more in him than just 20 Gates. In fact, there's a whole *lot* more, but first things first. Rather than detailing the exact strategies for every single Gate, we're going to stick to the ones that introduce something new. In this way, you can get a feel for the spacial relationship between what you can see on the GamePad and what's on the TV. Don't worry, we're not going to leave you to try to figure everything out yourself, but understand that learning just how big an arc to draw, or how tight a circle should be, or when a right angle is actually needed must be learned by each player personally. Just telling you isn't going to help relate those measurements that come with time and practice, so don't get discouraged if you're struggling on a particular Field. Practice is the only way to learn these lessons first-hand.

The Basics: Part One

There are a few general rules that should be observed when you first start out in *Yoshi's Fruit Cart* —the kind of stuff that can have you tearing through Fields in no time.

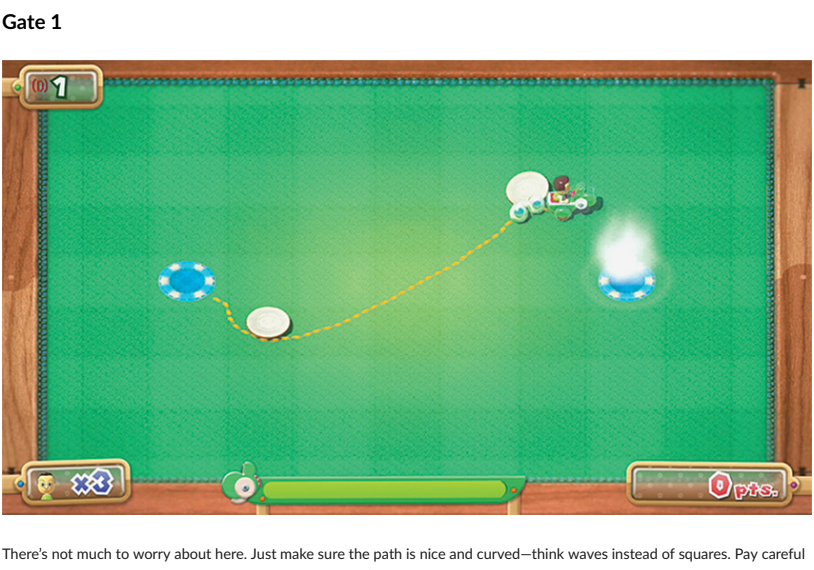
For one, avoid making sharp turns when drawing Yoshi's path. Instead, use wider, sweeping arcs until you can get a feel for how the little dino-cart moves. Yoshi will follow the line you draw precisely, and wider arcs offer a better chance of grabbing a piece of fruit than a bunch of hard right angles.

Secondly, know that while you must get all the fruit to open the Goal Gate, you *don't* need to pick up any presents. We'll discuss more about presents in a bit, but if a particular level is stumping you, skip the present and just concentrate on getting all the fruit.

Third, understand that the line you draw on the GamePad touch screen doesn't have to be traced in one continuous movement. Stopping to get your bearings and compare what's on the TV with what you can see on the GamePad is absolutely fundamental to overcoming some of the later challenges. If you feel you've messed up, try tapping the Eraser icon to remove a little of the line, or hold it to slowly retract the line to make a correction. Ideally you want to make it from the Start point to the Goal Gate in one go.

Finally, learn to use the patterns that line the Fields. This is your single biggest ally, and can prevent the Yoshi Cart from running out of fuel before making it to the finish. Remember, too, that the remaining fuel is carried between levels (plus a little bonus fuel for completing the level), so pay attention to the Yoshi Cart's amount of fuel before drawing any especially lengthy paths."

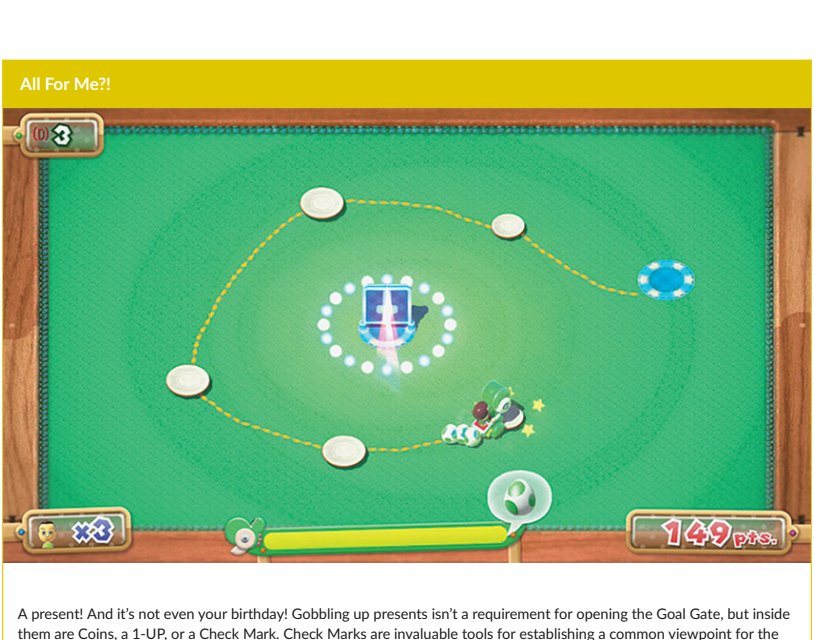
Gate 1



There's not much to worry about here. Just make sure the path is nice and curved—think waves instead of squares. Pay careful attention to the checkerboard pattern on the ground; you're not going to find a better means of comparing the GamePad and TV views, but try to get a feel for how you can use the patterns as points of reference. You'll use this skill in the Fields to come.

Gate 3

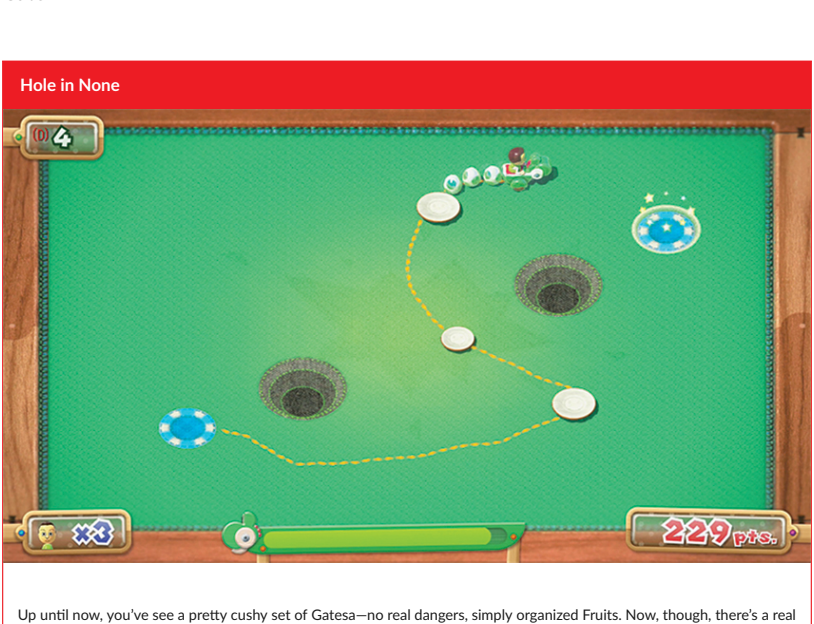
All For Me?!



A present! And it's not even your birthday! Gobbling up presents isn't a requirement for opening the Goal Gate, but inside them are Coins, a 1-UP, or a Check Mark. Check Marks are invaluable tools for establishing a common viewpoint for the GamePad and TV, as they place an icon that's identical in both views. Obviously, 1-UPs are great for adding an extra life, and Coins are *Nintendo Land's* currency—one more attempt for the Coin Game.

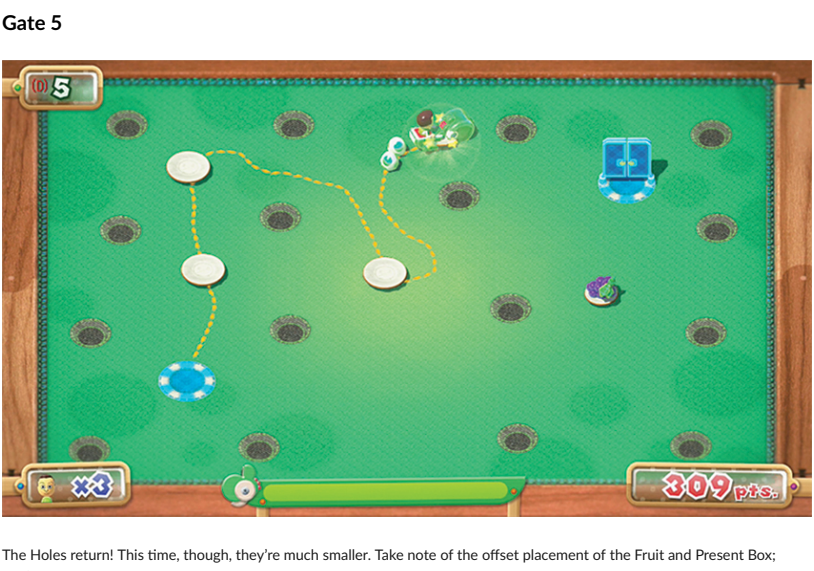
Gate 4

Hole in None



Up until now, you've see a pretty cushy set of Gatesa—no real dangers, simply organized Fruits. Now, though, there's a real threat. These Holes will stop Yoshi's journey in a hurry even if he barely touches them. (That "3 Close Calls" Stamp is a matter of learning just *how* close you can get to trigger that exclamation point over Yoshi's head.) So draw a wide line around Holes, using the jagged lines of the pattern on the Field as a reference.

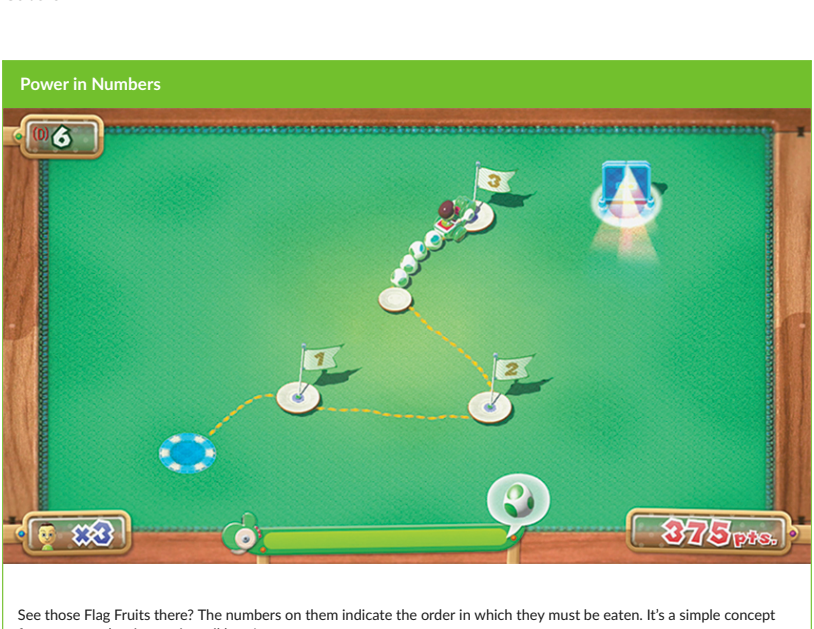
Gate 5



The Holes return! This time, though, they're much smaller. Take note of the offset placement of the Fruit and Present Box; don't draw straight lines or you might miss them. Instead, use the dark green circles on the Field as reference and try to slip between the Holes.

Gate 6

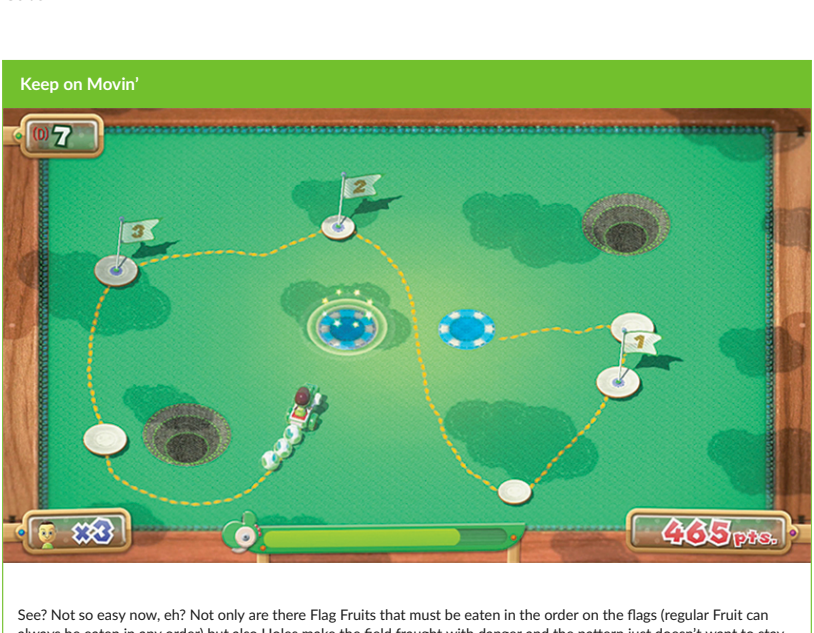
Power in Numbers



See those Flag Fruits there? The numbers on them indicate the order in which they must be eaten. It's a simple concept for now, sure, but just wait until later!

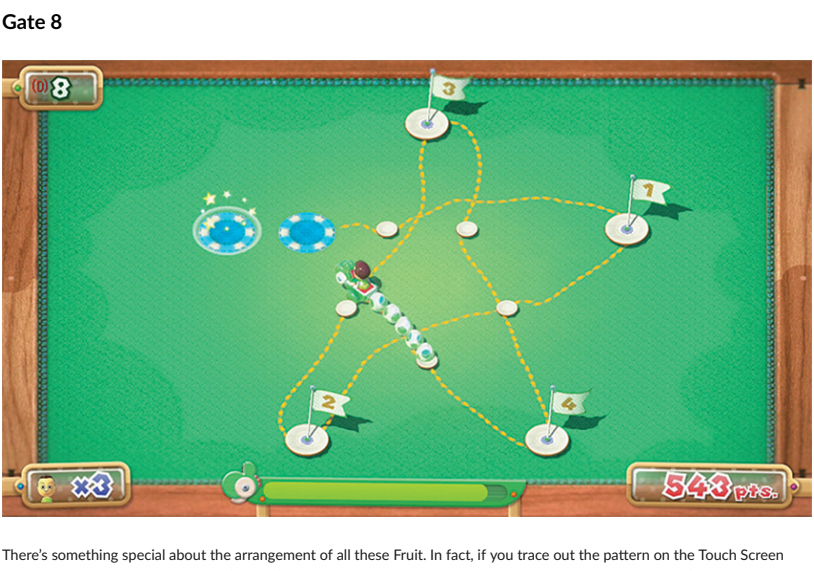
Gate 7

Keep on Movin'



See? Not so easy now, eh? Not only are there Flag Fruits that must be eaten in the order on the flags (regular Fruit can always be eaten in any order) but also Holes make the field fraught with danger and the pattern just doesn't want to stay still. This is exactly when drawing a line in parts is so valuable. Use the position of a cloud shape to anchor a common spot between the GamePad and TV views, then draw quickly out to it while glancing between the two views. Pause, wait for another cloud to move into position, and continue drawing the line until you have a complete path to the exit.

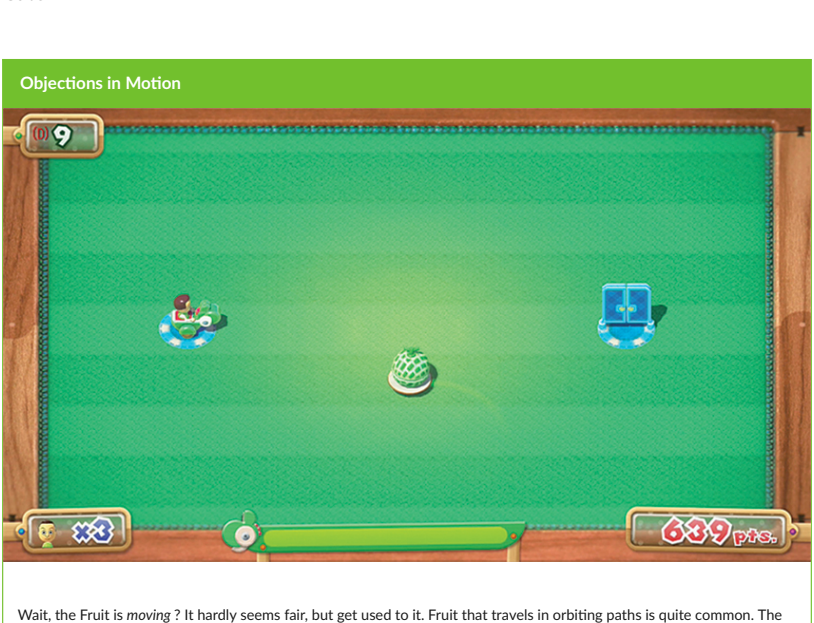
Gate 8



There's something special about the arrangement of all these Fruit. In fact, if you trace out the pattern on the Touch Screen before pressing the Go! Button, you'll see it's a star! Simple patterns are common in *Yoshi's Fruit Cart* , so don't be afraid to look for ways they can be applied to future Fields.

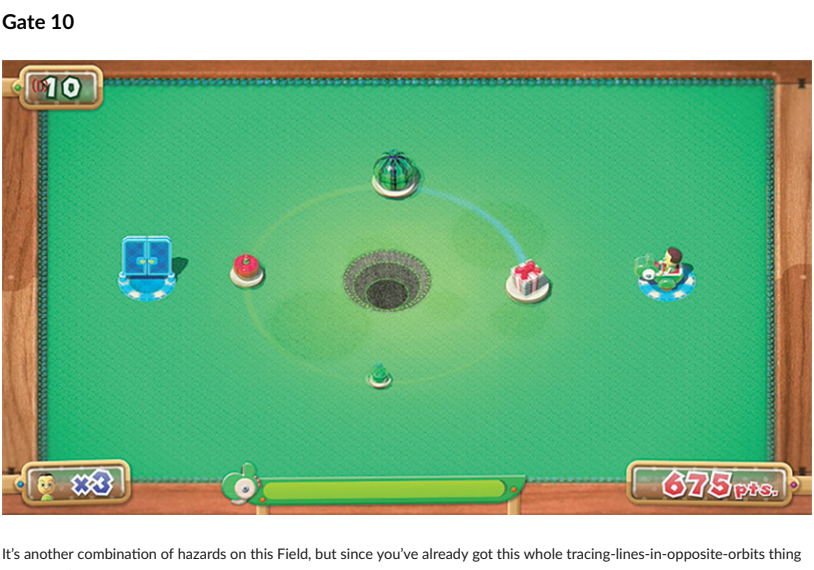
Gate 9

Objections in Motion



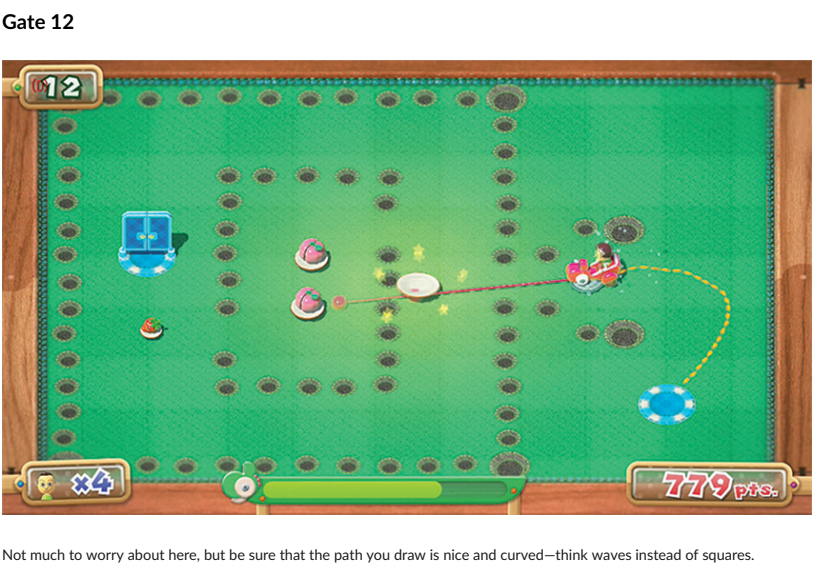
Wait, the Fruit is *moving* ? It hardly seems fair, but get used to it. Fruit that travels in orbiting paths is quite common. The trick is to move *counter* to that orbit. In other words, because this Melon is circling in a counter-clockwise direction, you should draw Yoshi's path in a *clockwise* route so that you'll never miss the fruit.

Gate 10



It's another combination of hazards on this Field, but since you've already got this whole tracing-lines-in-opposite-orbits thing down, you'll have no trouble here. Just make sure to use the darker spots on the Field for reference to avoid falling into the Hole.

Gate 12



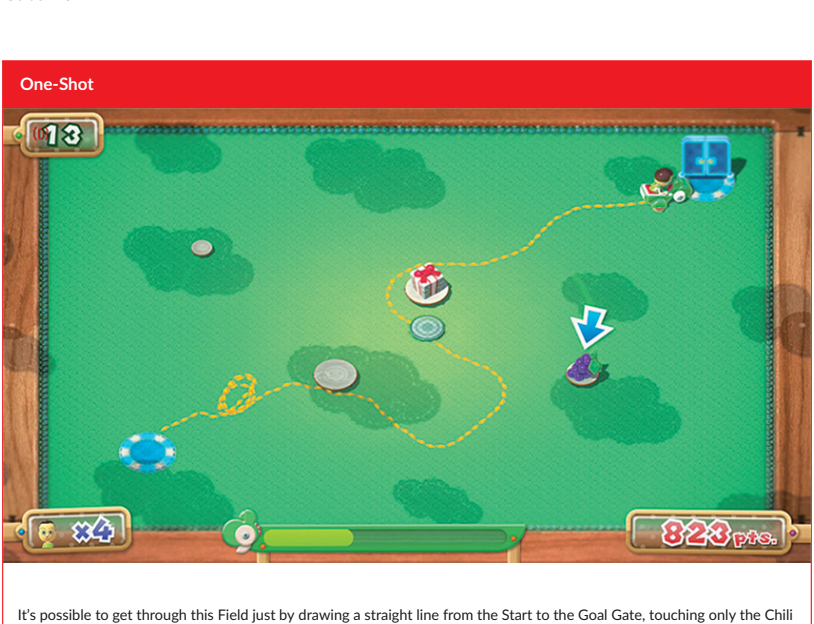
Not much to worry about here, but be sure that the path you draw is nice and curved—think waves instead of squares.

Hot Stuff

The Chili Plate just above the Start is just begging to be grabbed, and the many small Holes dotted around this area mean that Yoshi can approach from only one angle. Draw the line with the assumption that Yoshi will have to walk the full path—that is, use the pattern on the ground to draw a precise path through the Holes in the center and back out to the goal. Then hit the Go! button and watch what happens. With any luck, Yoshi will touch the Chili Plate, lash out with his tongue, and eat all the objects directly in front of him and a few degrees to the right and left, if he sees them. Thankfully, if he happens to miss something, you won't have to do any cleanup on this little challenge. That's called being prepared, friends.

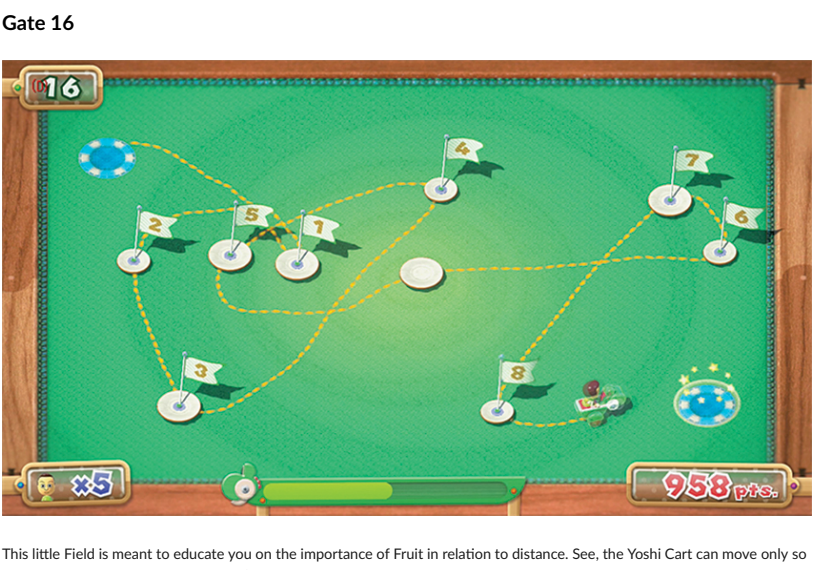
Gate 13

One-Shot



It's possible to get through this Field just by drawing a straight line from the Start to the Goal Gate, touching only the Chili Plate on the way, but doing this takes patience! By waiting and watching the orbits of all the fruit, you'll eventually see a moment when they all line up perfectly on the other side of the Chili Plate. Draw the straight line, but wait to press the Go! button until they're nearly lined up, then tap and watch the magic happen. Though this move is risky, it's essential to later Gates, and it's actually much safer than trying to draw a big spiral to eat up all the Fruit normally.

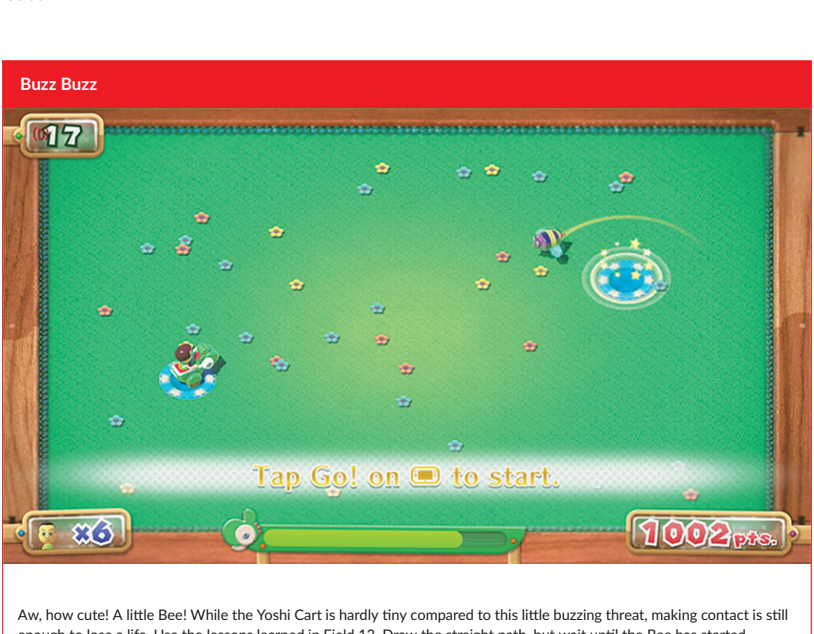
Gate 16



This little Field is meant to educate you on the importance of Fruit in relation to distance. See, the Yoshi Cart can move only so far before it runs out of fuel—fuel that's provided by those Fruit. With just one bite, quite a bit of fuel is restored, but it starts dropping immediately. Trace out the path, using the concentric circles of the Field to keep track of positioning and you'll discover a zigzagging but rewarding path.

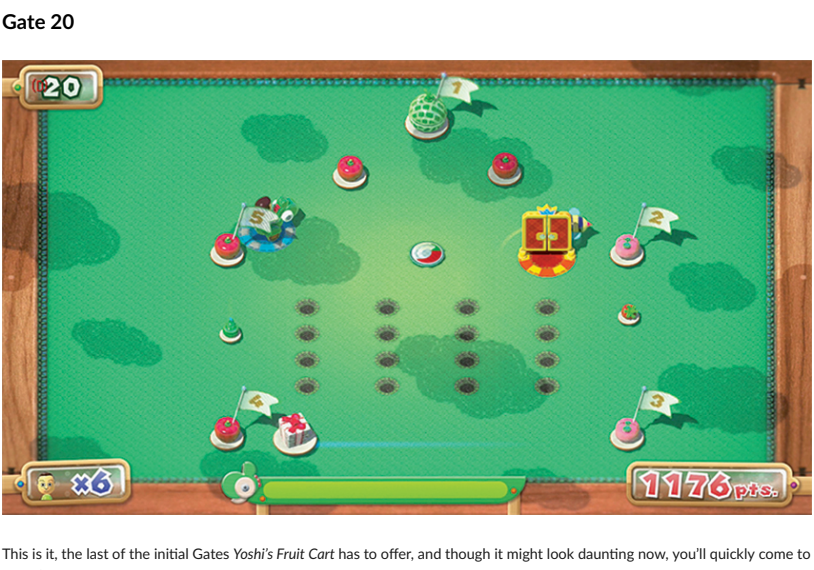
Gate 17

Buzz Buzz



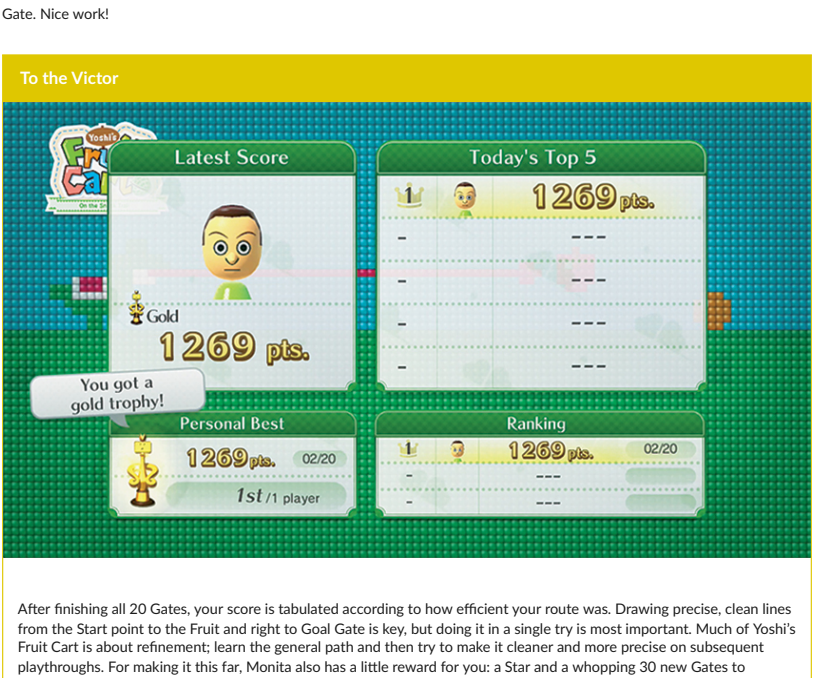
Aw, how cute! A little Bee! While the Yoshi Cart is hardly tiny compared to this little buzzing threat, making contact is still enough to lose a life. Use the lessons learned in Field 13. Draw the straight path, but wait until the Bee has started heading right into Yoshi's path and then tap the Go! Button. Because it's moving rather quickly, where it was when Yoshi took off from the Start isn't where he is by the time Yoshi gets to the gate. Freedom!

Gate 20



This is it, the last of the initial Gates *Yoshi's Fruit Cart* has to offer, and though it might look daunting now, you'll quickly come to find it's one of the easier ones to get through—after you figure out the path. The key is that Chili Plate and the Bee just past it. By drawing a line straight up from the goal through the nearby Fruit, up to the first Flag Fruit and back down at about a 90 degree angle (this time it's good to use one), then double back to eat the Chili Plate from the opposite side of the Bee, you'll remove the threat entirely. From there, it's just a set of straight lines down and around the Holes, back up, and into the Goal Gate. Nice work!

To the Victor


Latest Score

Gold

1269 pts.

You got a gold trophy!

Today's Top 5

1269 pts.

Personal Best

1269 pts. 02/20

1st/1 player

Ranking

1269 pts. 02/20

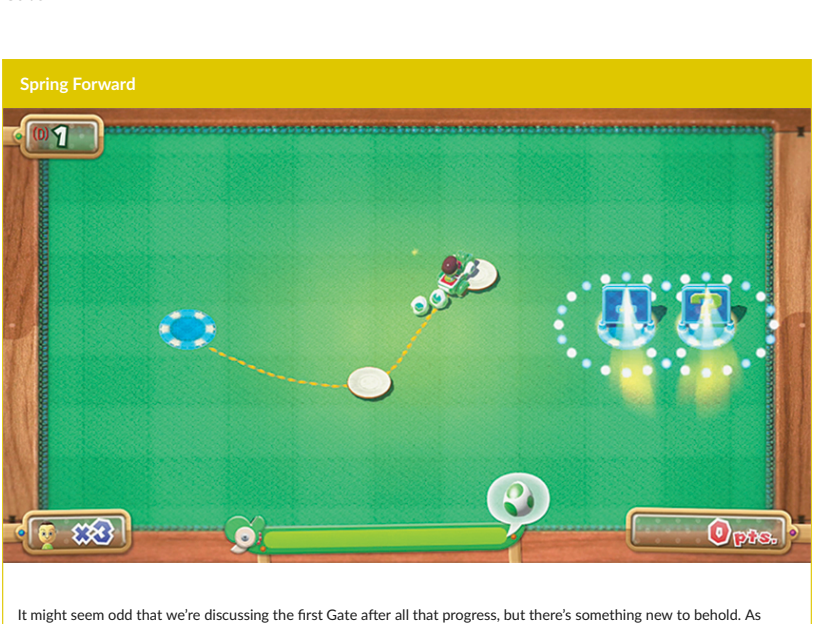
After finishing all 20 Gates, your score is tabulated according to how efficient your route was. Drawing precise, clean lines from the Start point to the Fruit and right to Goal Gate is key, but doing it in a single try is most important. Much of Yoshi's Fruit Cart is about refinement; learn the general path and then try to make it cleaner and more precise on subsequent playthroughs. For making it this far, Monita also has a little reward for you: a Star and a whopping 30 new Gates to attempt after passing these first 20 again.

The Next 30

Yeah, you read that right, *thirty* more challenges await after you pass the first 20 and get a Star. Monita unlocks a new set of challenges. Are you ready for a mind-bending marathon?

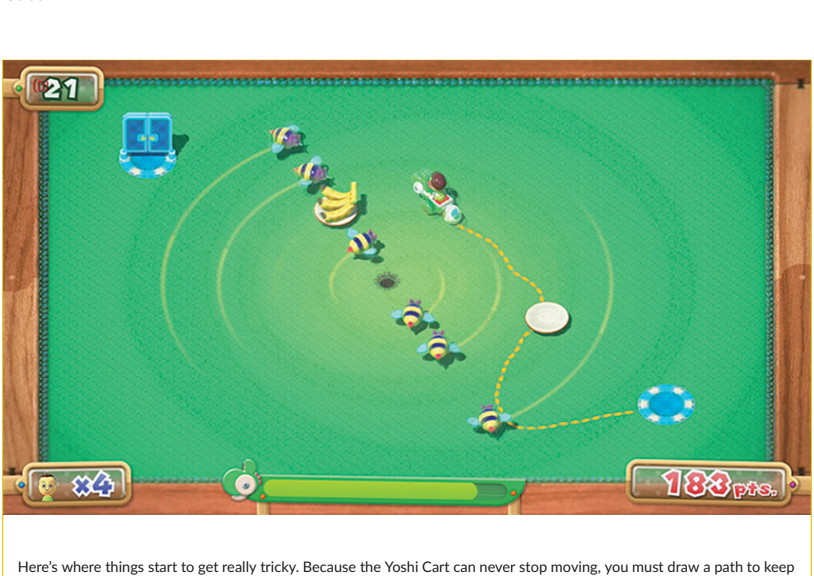
Gate 1

Spring Forward



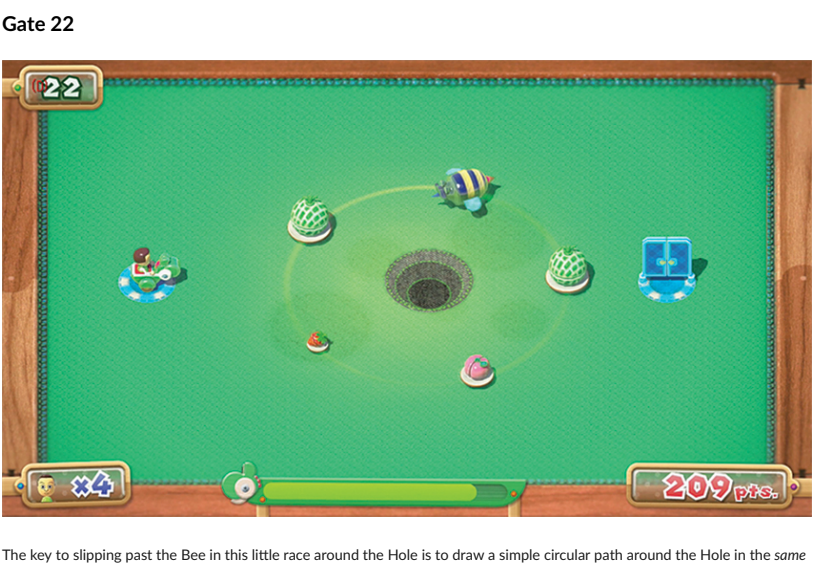
It might seem odd that we're discussing the first Gate after all that progress, but there's something new to behold. As Monita explains, Warp Gates will drop you off … somewhere. It's not an exact science—at least not past Gate 20—but this Warp Gate in particular is special, as it hurls you forward all the way to Gate 20 to let you relive your triumphant path-drawing victory from before. Go on, you know how to do it, so let's see what waits after 20. Gobble up the Fruit in this first Gate, jump into the Warp Gate, gobble up the Fruit in Gate 20 and move on to 21!

Gate 21



Here's where things start to get really tricky. Because the Yoshi Cart can never stop moving, you must draw a path to keep him out of the way of all those Bees. Use the concentric circles to find a point where the outermost Fruit is lined up with one of the circles' edges, then draw a line counter to its orbit. Watch how the second, innermost Fruit moves and continue the line to where it touches one of the circles along the same counter-clockwise path, then continue the path all the way to the Goal Gate.

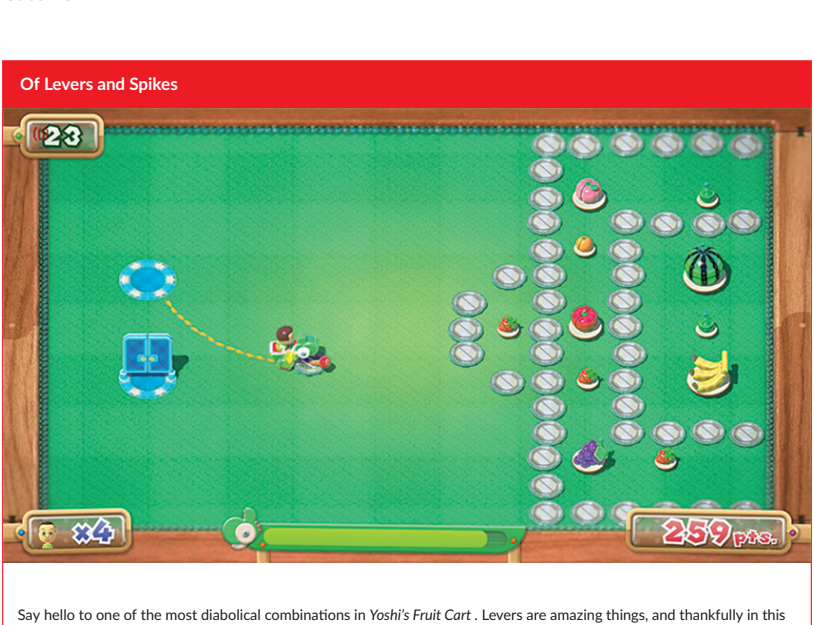
Gate 22



The key to slipping past the Bee in this little race around the Hole is to draw a simple circular path around the Hole in the *same* direction as the Fruit is traveling. Trace a path directly out toward the Melon in front of the Bee and make one full revolution around the Hole, then break off and head for the Goal Gate. Wait to press the Go! button until the Bee is at about the 7 o'clock position. Because Yoshi is slightly faster than the Fruit and Bee's speed, he'll eat up all the Fruit before crashing into the Bee.

Gate 23

Of Levers and Spikes



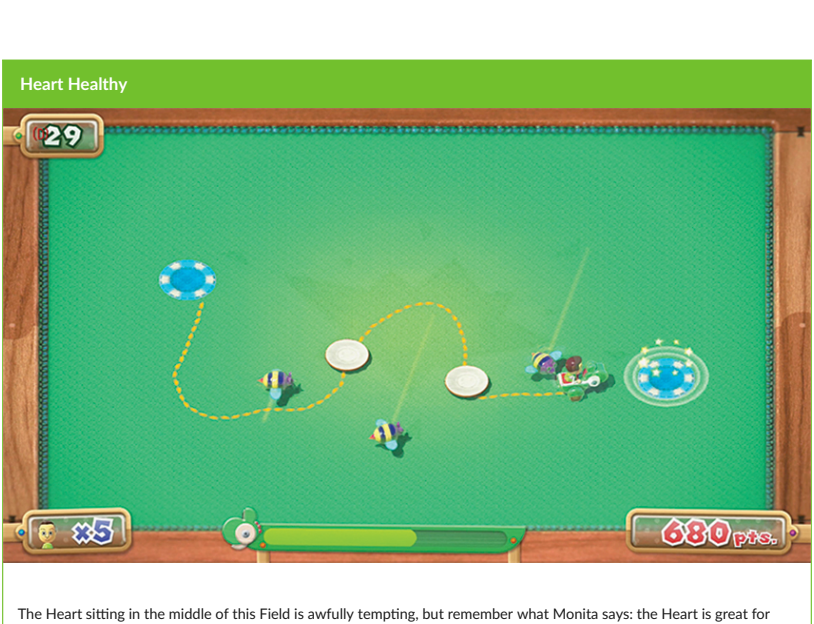
Say hello to one of the most diabolical combinations in *Yoshi's Fruit Cart* . Levers are amazing things, and thankfully in this Gate, you need to hit it only once to lower the Spikes, then carefully use the checkerboard pattern on the ground to line up the locations of the Fruits before heading to the Goal Gate. Relish this challenge, for when Levers and Spikes show up again, it won't be nearly this easy.

Egg-cellent

This Gate is a really great way to appreciate Yoshi's ability to turn excess fuel into Eggs. Any time he eats a Fruit with full fuel, that Fruit is converted into an Egg that follows behind. By eating multiple Fruits in quick succession, those Eggs can be hauled to the Goal Gate and turned into points. When your Mii hits 1,000 and 2,000 points, a 1-UP is automatically awarded, so it's definitely a good thing to draw clean, precise paths when there are many Fruits nearby.

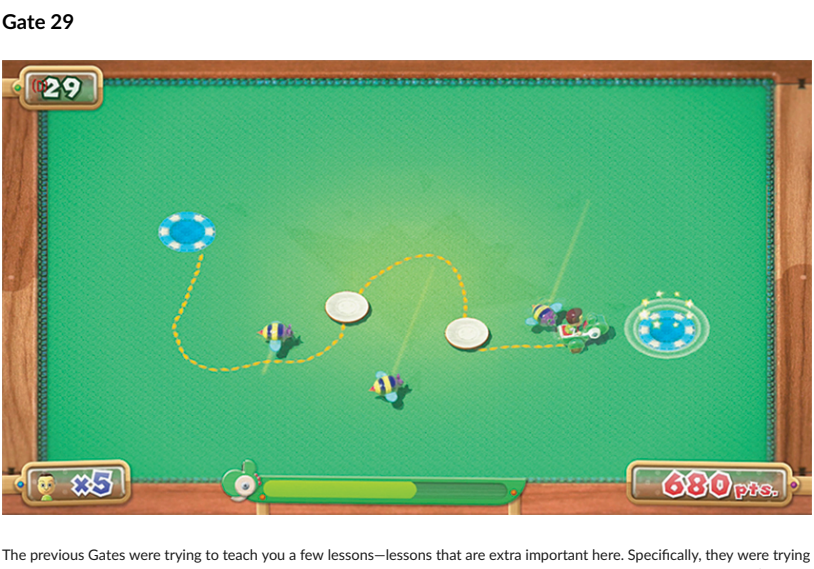
Gate 25

Heart Healthy



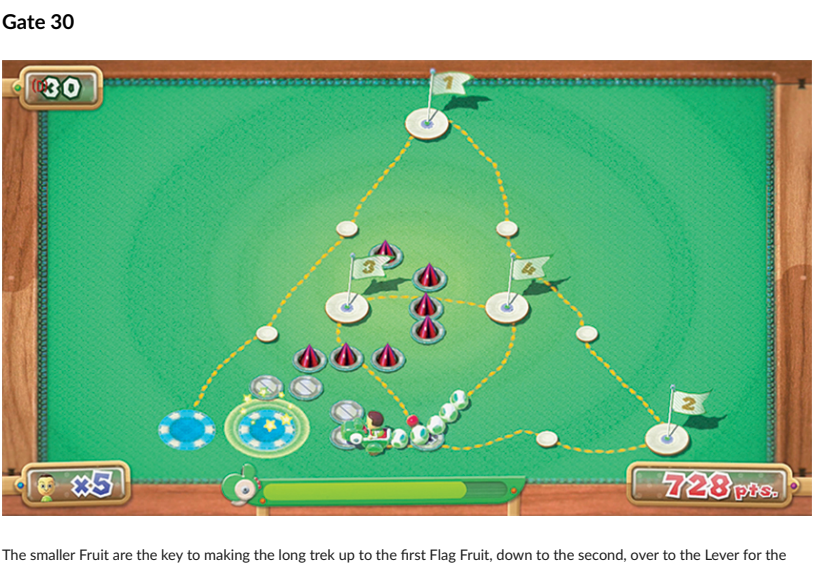
The Heart sitting in the middle of this Field is awfully tempting, but remember what Monita says: the Heart is great for adding fuel, but won't actually allow Yoshi to produce an egg—it's purely for restoration after a particularly long path. This is one of those long paths. Avoid the temptation to grab the Banana and simply move from one switch to the next, starting with the top-most switch, then the one directly it (avoiding the Heart!). Head next to the Lever to the right, and another Level just above the last one, and finally to the Heart and the Banana and Present. Then go to the Goal Gate.

Gate 29



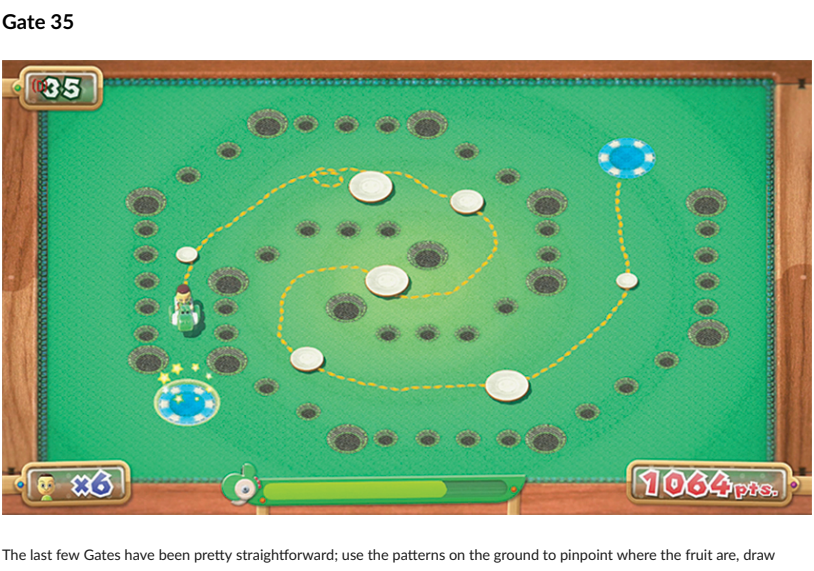
The previous Gates were trying to teach you a few lessons—lessons that are extra important here. Specifically, they were trying to show you how proper timing combined with clean lines can lead to a very short, easy victory. Consider the fact that (for once) these Fruit aren't moving, only the Bees are. Use the pattern to locate the Fruit positions on both the GamePad and TV, then draw a line that curves down and around the first Bee's path, up to the first Fruit, then directly over to Present, and on to the Goal Gate. There's actually a bit of wiggle room here (as seen in the screenshot), but don't waste too much time or the Bees will get in the way.

Gate 30



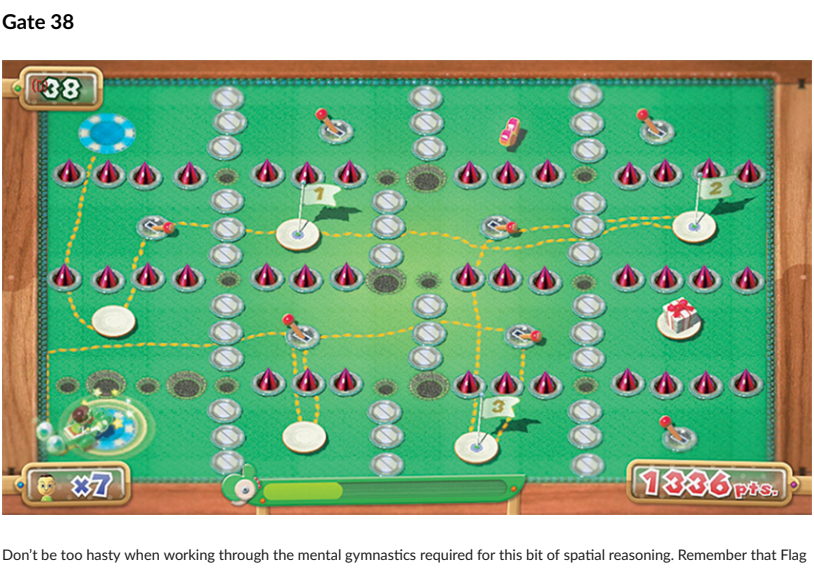
The smaller Fruit are the key to making the long trek up to the first Flag Fruit, down to the second, over to the Lever for the third, across to the fourth, and then *back* to the Lever to lower the Spikes in front of the Goal Gate. Be careful when drawing the path here! Although this seems like a pretty straightforward Field, a single missed Fruit (or forgetting to touch the Lever a second time) will mean wasting one try.

Gate 35



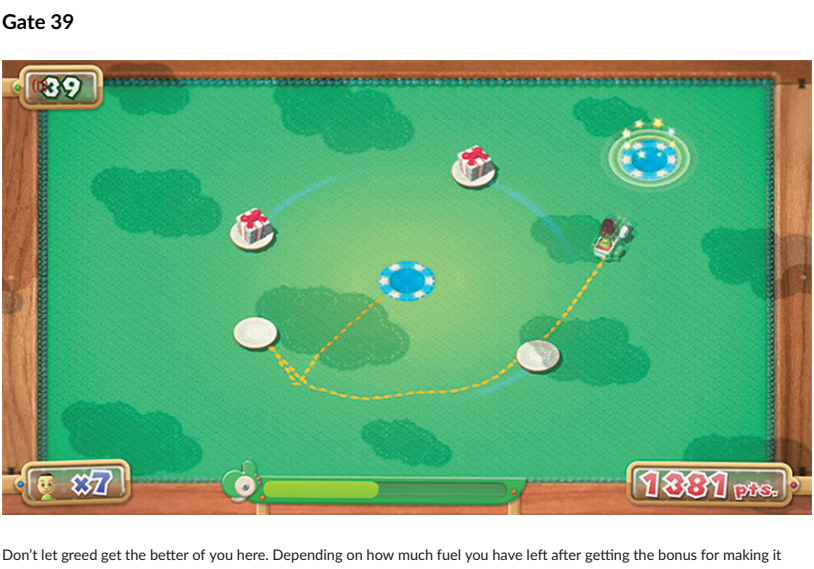
The last few Gates have been pretty straightforward; use the patterns on the ground to pinpoint where the fruit are, draw clean paths, and the rest is cake. This time, however, the path has a little wrinkle: A lone moving Melon makes a little arc near the top of the Field. When drawing your path, be sure to throw a little spin around the area of the Fruit to make sure Yoshi snags it before moving on. Ideally, it would be a circle counter to the orbit of the Melon, though as you can see in the screenshot, being fairly close can still work. Don't let a few extra steps mean the difference between sailing through this Gate and having to run that whole path again!

Gate 38



Don't be too hasty when working through the mental gymnastics required for this bit of spatial reasoning. Remember that Flag Fruit numbers only refer to the Flag Fruits themselves; you can still eat other Fruits in between them so long as the Flag Fruits are eaten in the proper order. Keeping that in mind, try to step through the various layers of Levers and Spikes, and pause while drawing your line to mentally "flip" the Spikes before considering the next move. You've got nothing but time here, and careful planning will mean you don't even need the Heart if your path is neat enough.

Gate 39

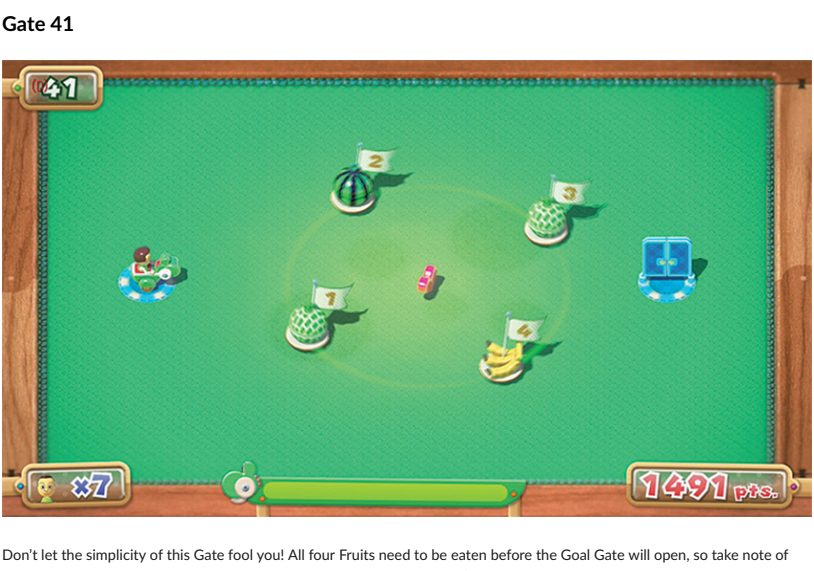


Don't let greed get the better of you here. Depending on how much fuel you have left after getting the bonus for making it through Gate 38, it may be smarter to grab just one Present in addition to the Melon orbiting the central starting point. Each piece of Fruit eaten adds more fuel, but Presents do not, and Yoshi's reserves drain very quickly on this Gate.

A Matter of Perception

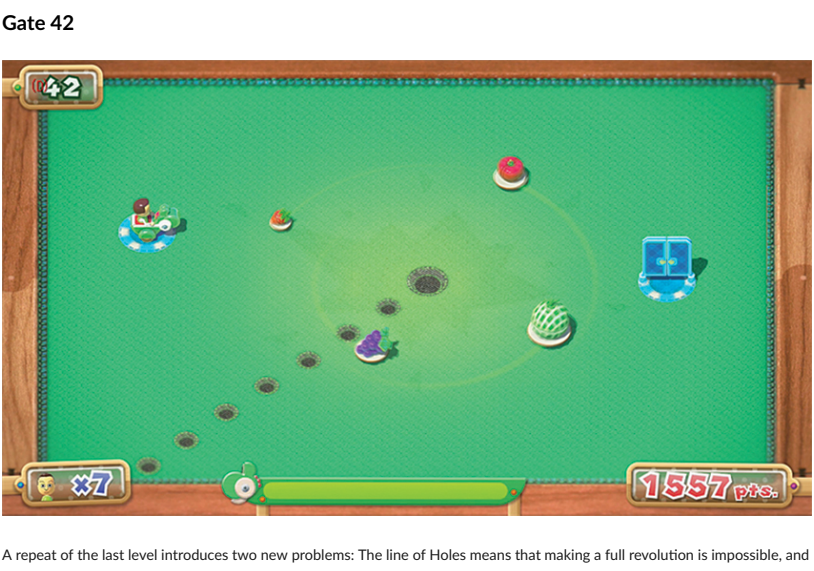
For the purposes of this guide, we will be referring to specific Fruit as it appears in the accompanying screen shots. Be forewarned, however, that the Fruit and the orientation of the levels are randomized each time you play Yoshi's Fruit Cart. Some levels may appear mirrored, and the Fruit may be different from what you see in these screens. The strategies will still work, but may require a little mental swapping of the fruity targets.

Gate 41



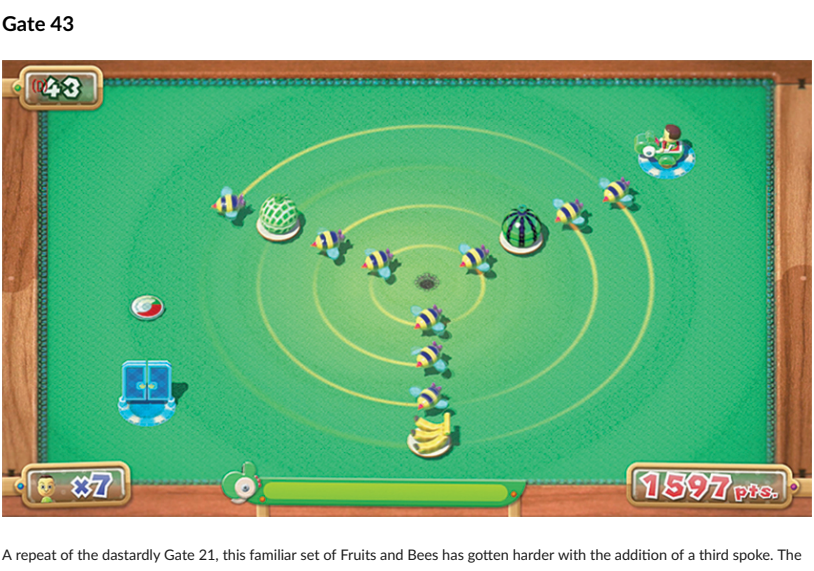
Don't let the simplicity of this Gate fool you! All four Fruits need to be eaten before the Goal Gate will open, so take note of the darker circles to Field out a route that will take you around the Fruits' orbit in the same clockwise direction. Do a complete circle, starting at the 9 o'clock position, going all the way around, and finishing at 3 o'clock before turning in to grab the Heart and doubling back toward the Goal Gate. The Heart can be saved for last, so long as you grab all four Fruits in one go.

Gate 42



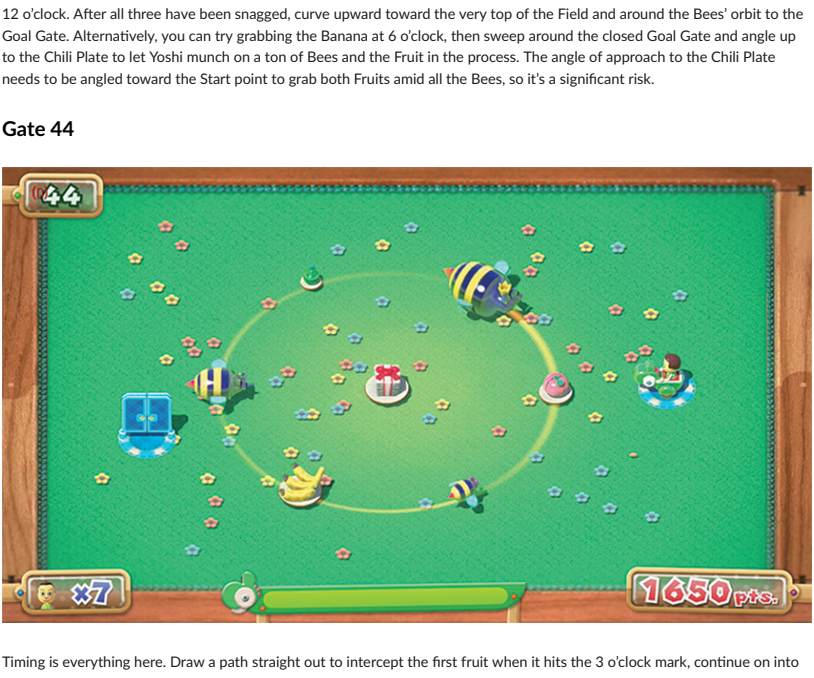
A repeat of the last level introduces two new problems: The line of Holes means that making a full revolution is impossible, and the Fruits actually follow a tightening orbit around their center, moving inward slightly. Watch the Strawberry and Apple carefully, as they follow the same orbit. Then contract in slightly to grab the Melon and finally tighten further to nab the Grapes before you turning around and head for the Goal Gate. Introducing a small loop near the top of the Fruits' orbits can help with any missed grabs, but the most important part of this Field is to leave the Start point only when the Strawberry is nearing your position.

Gate 43



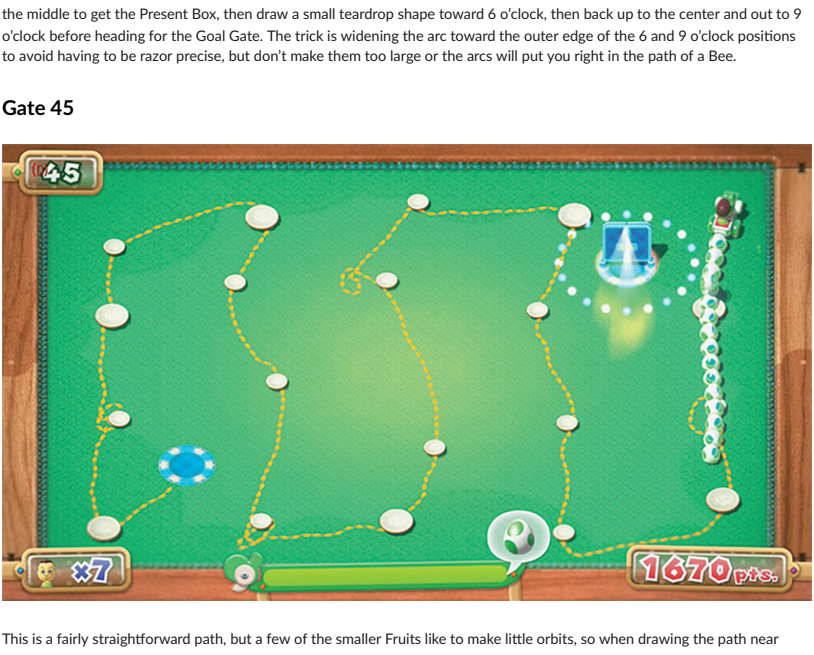
A repeat of the dastardly Gate 21, this familiar set of Fruits and Bees has gotten harder with the addition of a third spoke. The lessons you learned in the original Field still hold true here, though. Study the exact routes in relation to the concentric circles. The Banana skirts the inside of the outermost circle, while the Melon hugs the inside of the next one in, and finally the Watermelon completes the inner orbits. Start drawing a path to intercept the Banana when it's at about the 6 o'clock position, then tighten to grab the Melon when it's at 9 o'clock and finally follow the innermost circuit to grab the Watermelon at about 12 o'clock. After all three have been snagged, curve upward toward the very top of the Field and around the Bees' orbit to the Goal Gate. Alternatively, you can try grabbing the Banana at 6 o'clock, then sweep around the closed Goal Gate and angle up to the Chili Plate to let Yoshi munch on a ton of Bees and the Fruit in the process. The angle of approach to the Chili Plate needs to be angled toward the Start point to grab both Fruits amid all the Bees, so it's a significant risk.

Gate 44



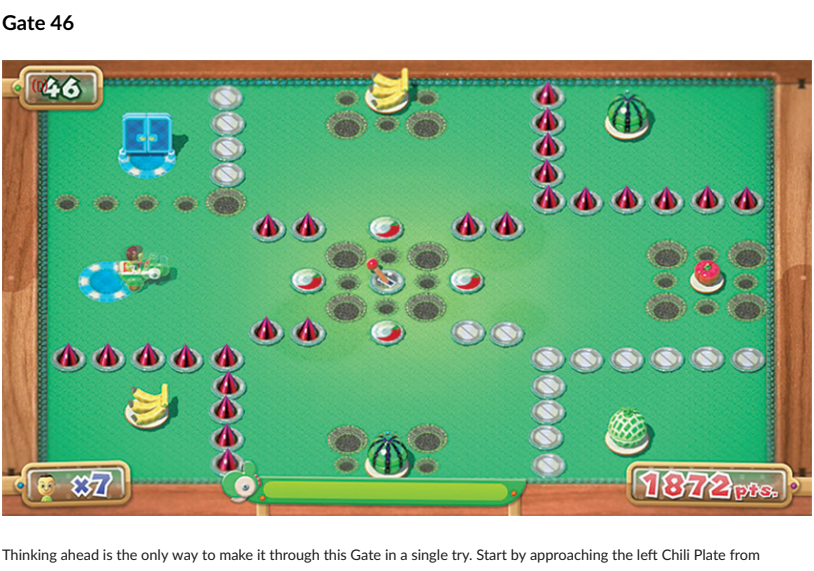
Timing is everything here. Draw a path straight out to intercept the first fruit when it hits the 3 o'clock mark, continue on into the middle to get the Present Box, then draw a small teardrop shape toward 6 o'clock, then back up to the center and out to 9 o'clock before heading for the Goal Gate. The trick is widening the arc toward the outer edge of the 6 and 9 o'clock positions to avoid having to be razor precise, but don't make them too large or the arcs will put you right in the path of a Bee.

Gate 45



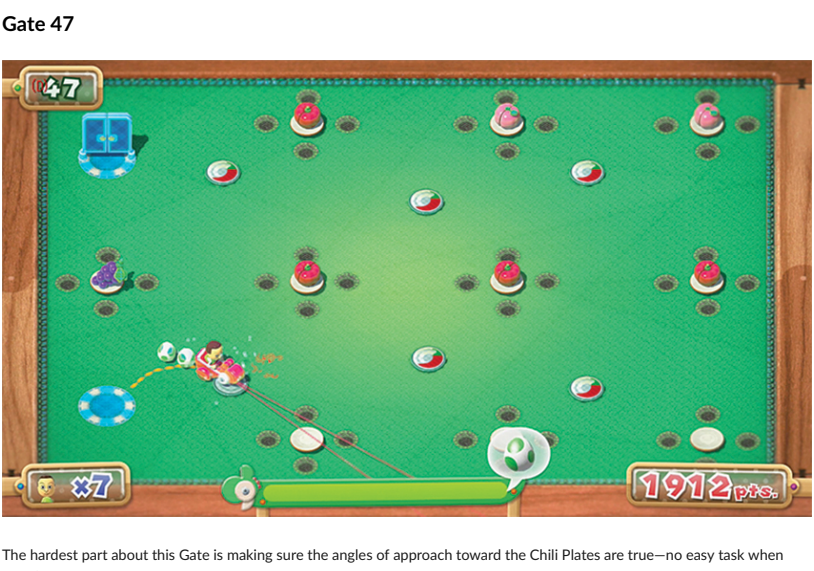
This is a fairly straightforward path, but a few of the smaller Fruits like to make little orbits, so when drawing the path near them, let Yoshi spin counter to their orbits one full revolution. This is less about timing and more about making sure you're really using the reference points of the pattern on the Field. Draw a clean enough line, and by the end Yoshi will be towing a massive trail of Eggs!

Gate 46



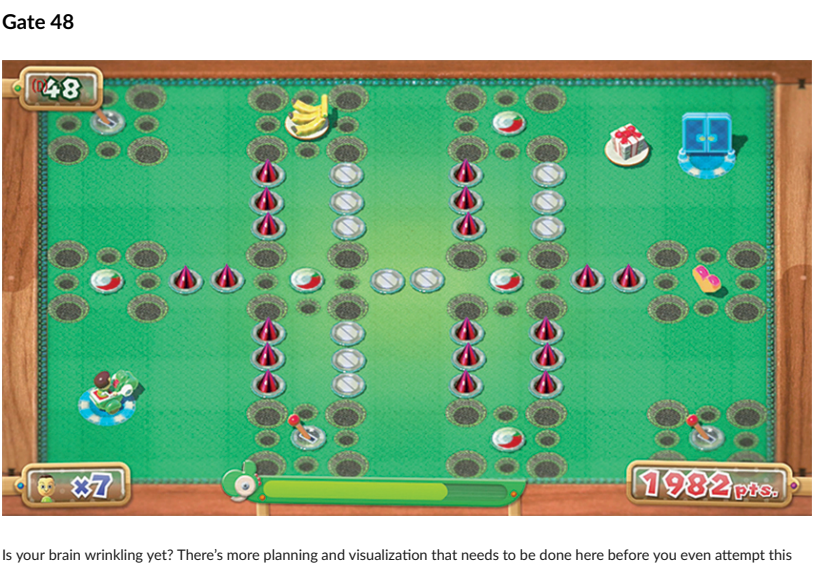
Thinking ahead is the only way to make it through this Gate in a single try. Start by approaching the left Chili Plate from straight on, flipping the Lever and reversing the Spikes. Then, head up and *around* the top Chili Plate, swinging wide to grab the Watermelon in the upper-right corner. Then head down and grab the right Chili Plate to grab the Lever and flip the Spikes again. Move down to grab the Melon in the lower-right. Approach the bottom Chili Plate from directly below to flip the Lever and Spikes (plus eat the Banana at the top of the Field), then draw out to the lower-left to grab that Banana, and back up to the top Chili Plate that was originally skipped to flip the Lever and grab the lower Watermelon. Then head for the Goal Gate.

Gate 47



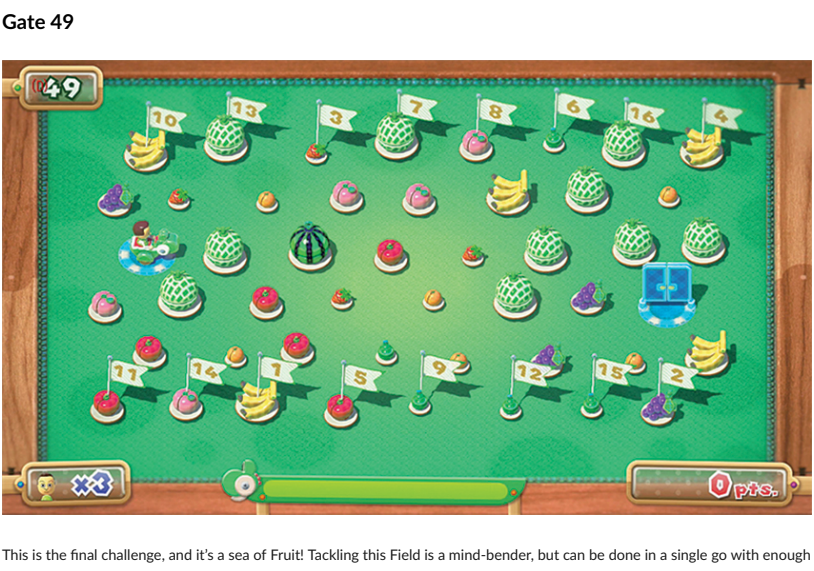
The hardest part about this Gate is making sure the angles of approach toward the Chili Plates are true—no easy task when there's nothing to go on but the geometric patterns on the Field. Approach the lower-left Chili Plate from roughly the same angle as the line that crosses through it, toward the Apple in the bottom-right corner of the Field. Move up toward the top-left Chili Plate and approach it from the roughly the same angle as the line crossing through it, toward the Peach in the upper-right corner of the Field. Head back down to the bottom-middle Chili Plate and approach it while looking between the two middle-right Apples, then sweep up and approach the top-middle Chili Plate angled down between the Grapes and final Apple. Breathe a sigh of relief when the Goal Gate opens, and kiss this seriously stressful Gate goodbye.

Gate 48



Is your brain wrinkling yet? There's more planning and visualization that needs to be done here before you even attempt this challenge. Walk through the steps in your head, then carefully read the patterns on the ground to avoid the Spikes and Holes littering the Field. The points where there aren't any Holes near the Chili Plates are your clues. Move straight up to the first Chili Plate to flip the Lever, then head up toward the second Chili Plate, aiming down to hit the Lever to flip the Spikes, then grab the Chili Plate facing toward the Heart, and then the one below it facing a Lever to flip the Spikes again. Then head up toward the Present and the final Chili Plate that lets Yoshi gobble up the final Banana and exit via the now-open Goal Gate.

Gate 49



This is the final challenge, and it's a sea of Fruit! Tackling this Field is a mind-bender, but can be done in a single go with enough planning. Head down at an angle toward the Banana Flag Fruit, then sweep around to the Grape Flag Fruit, avoiding the other Flag Fruit in the way. The hardest part of this challenge is just being precise enough to avoid accidentally eating the Flag Fruit out of order, so when in doubt, use the top and bottom of the Field to stay well clear. After grabbing the second Flag Fruit, head up toward the Banana, then cut right in a flat line toward the Orange between Flag Fruits 9 and 12. Head up at an angle straight toward the Strawberry Flag Fruit 3, then skirt the upper part of the Field while heading right to the Banana Flag Fruit 4. Move down to the Orange below, and cut left again to the Banana, then angle down toward Flag Fruit 5, an Apple. Cut back and follow your path back up to Flag Fruit 6, then hop over Flag Fruit 7, move right to grab 8, and down to 9. From Flag Fruit 9, move up to the Pear above it, head left to the Apple, then angle up toward Flag Fruit 10, eating all the Fruit along this short trip. Swing down and eat the Grapes and Peach on either side of the Start point to Flag Fruit 11. Flag Fruit 12 is next, so hug the bottom of the Field to avoid 14 and gobble up 12 before drawing a line that cuts through the Strawberry, Watermelon, and Orange on the way to Flag Fruit 13. Head back down, eating the Strawberry and Melon near the Start point to reach Flag Fruit 14. Cut right all the way over to Flag Fruit 15, a Pear, and the go up to 16, making sure to draw a wide enough line to get the nearby Melons. By now, your screen is a mess of crisscrossing lines, but carefully look to make sure you didn't miss any Fruit in the middle. This route will have taken you through most of them, but a few in the center may remain depending on how precise your path was. Make sure to draw lines through the nearby Melons if your previous lines didn't get close enough, then step into the Goal Gate with our applause.

The Final 50

So you thought that was easy, eh? Just a bit of delicious Fruit munching fun? To reward your perseverance, Monita has decided to allow you to play through all of the Gates again with one small difference: the Fields are now blue—and are completely lacking any patterns, splotches, or other means of creating reference points. This is going to take teamwork, so grab a friend and have them use the Wii Remote in Assisted Play to pick up one Fruit per Gate that you might have missed while blindly navigating these hazards all over again. Good luck!

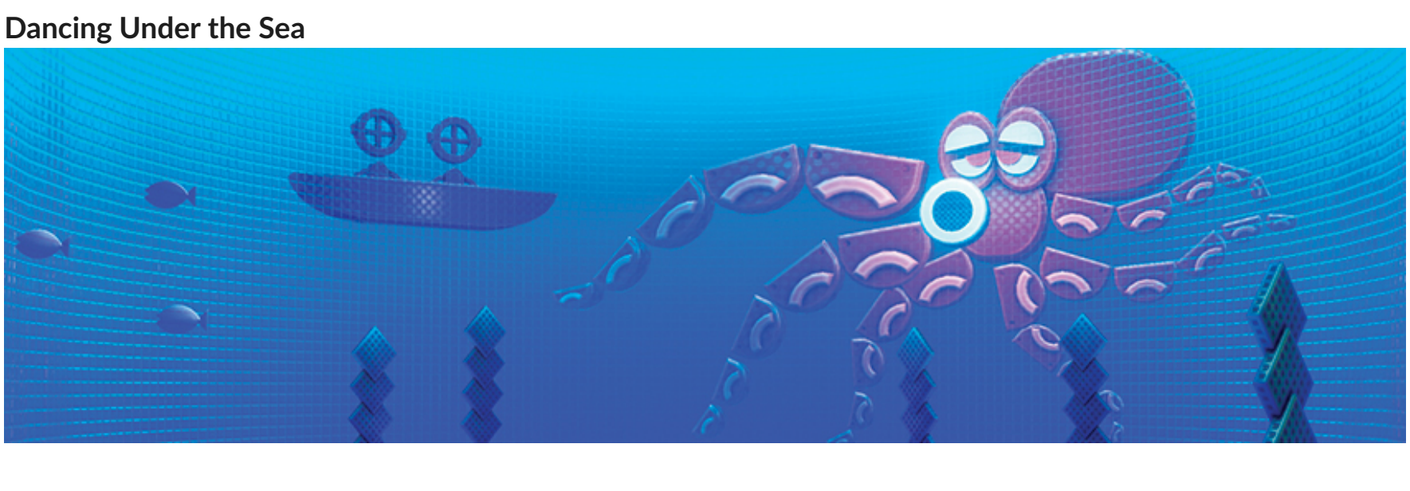
Solo Attractions

Octopus Dance

OCTOPUS DANCE

Undersea Party Grooves

Dancing Under the Sea



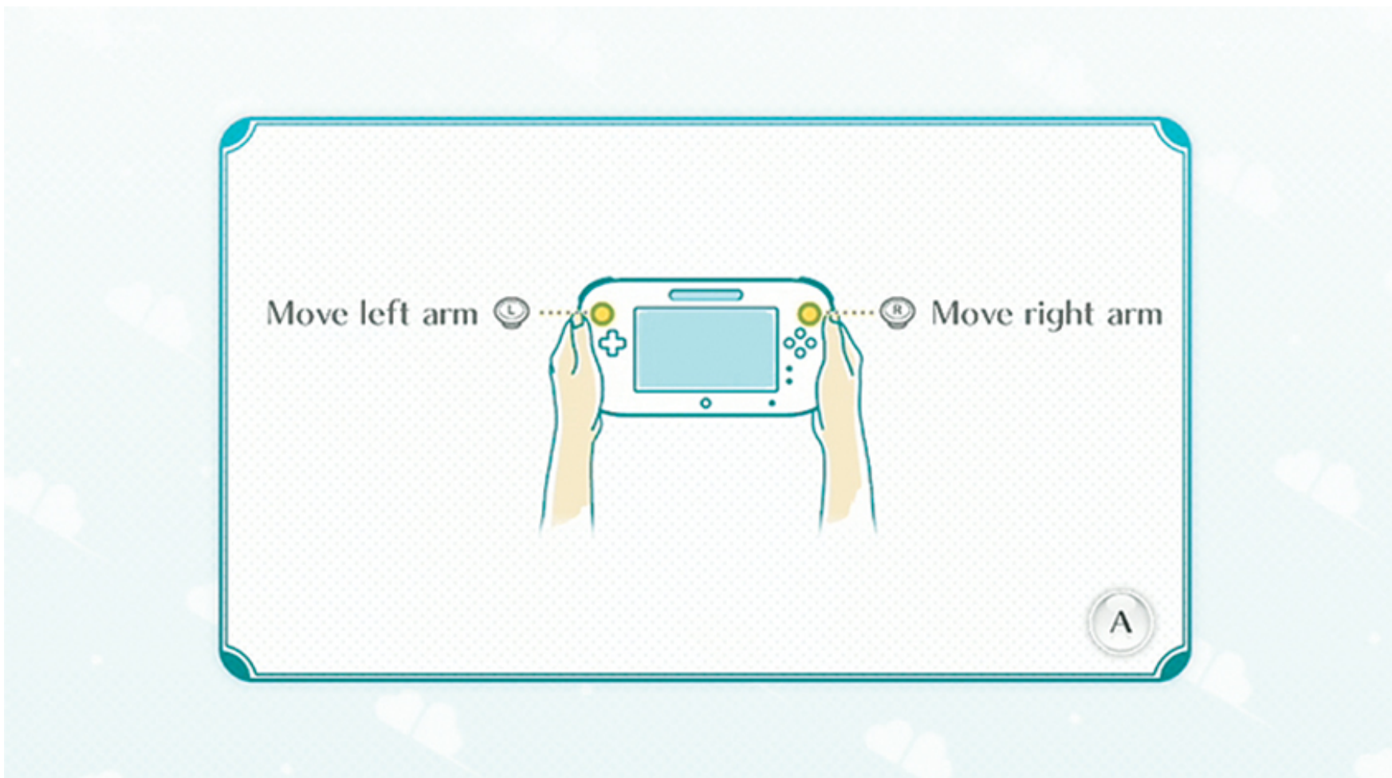
Dancing is an art form that requires coordination, flexibility, and a great eye for detailed direction. Sounds a lot like the traits that make a good gamer! In *Octopus Dance* , your hand-eye coordination, finger flexibility, and ability to follow choreography is put to the test over five Stages. Each Stage has 10 sets of dance moves that are first performed by the Instructor, counted out with beats, and then mimicked by your Mii. Perform the move successfully in time with the Instructor to boogie your way to a star for the attraction! You have four hearts in which to complete the dance session, and once you've cleared all Stages, an Extra Stage unlocks for an even greater challenge.

So what are you waiting for? Bust a move!

Origin Story: Octopus

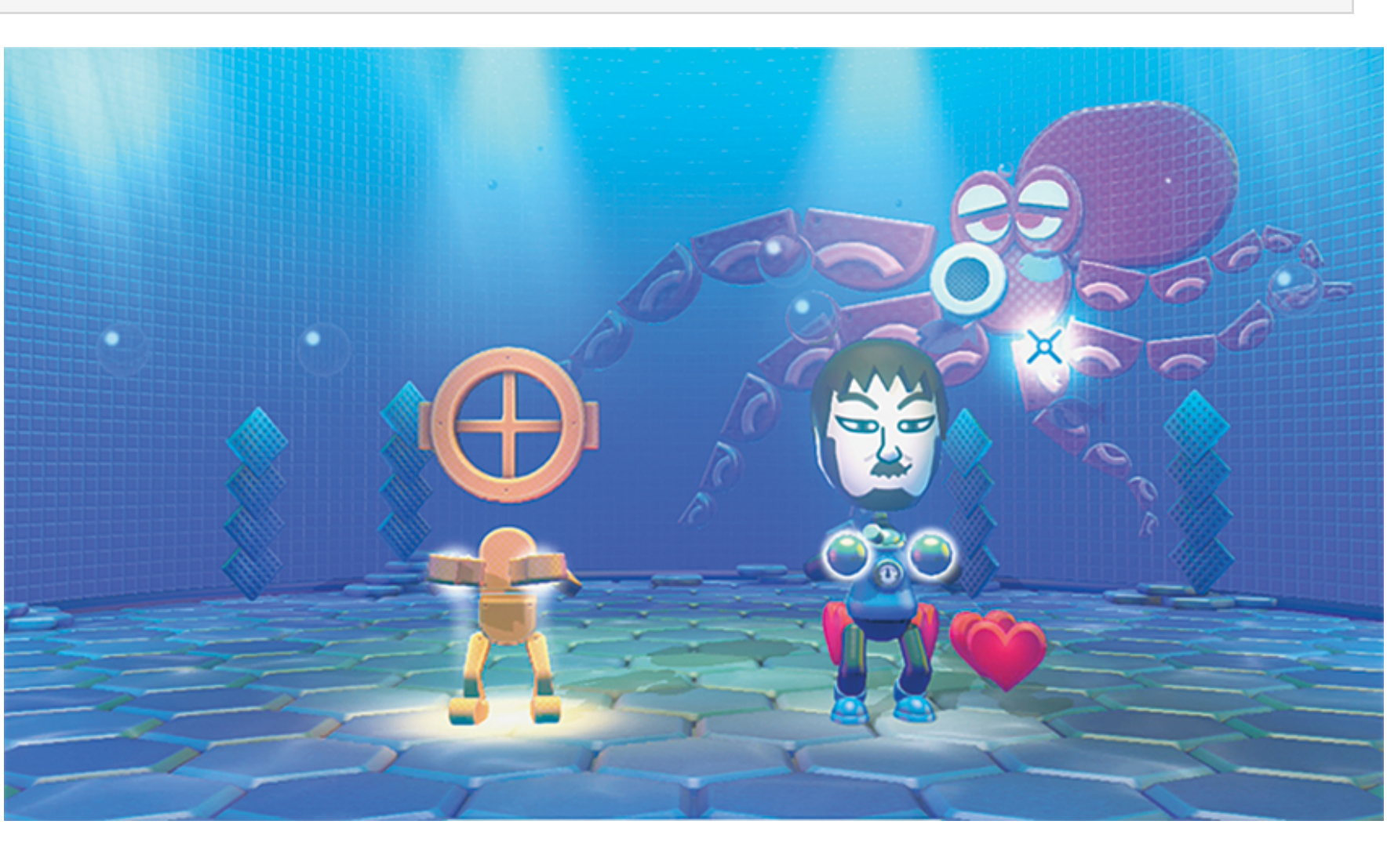
Octopus was released for the Nintendo Game & Watch handheld system in 1981. *Octopus* follows a diver who is dodging attacks from a giant octopus on his way to reach sunken treasure. In homage to that classic title, *Octopus Dance* brings an updated image of the original octopus from the game, which lurks in the background as your Mii dances while dressed as a diver.

Controls	
Left Stick	Move left arm
Right Stick	Move right arm
Tilt GamePad to the Right	Tilt right
Tilt GamePad to the Left	Tilt left
Shake the GamePad	Jump
Touch camera icon on the touch screen	Turn camera feature on and off



The GamePad is used to control your moving and grooving Mii. Moving the Left Stick and Right Stick controls your Mii character's arms, allowing them to swing in any direction, while moving the GamePad itself allows your Mii to jump and lean from side to side. Each set of moves lasts for three beats and ranges in speed and difficulty. After the Instructor shows you how to perform the move, follow his counts and input the correct commands on the second run. If you make a mistake, you lose a heart.

Wii Remote Assisted Play	
Aim	Move the Wii Remote
Shoot the Background	Press the A Button

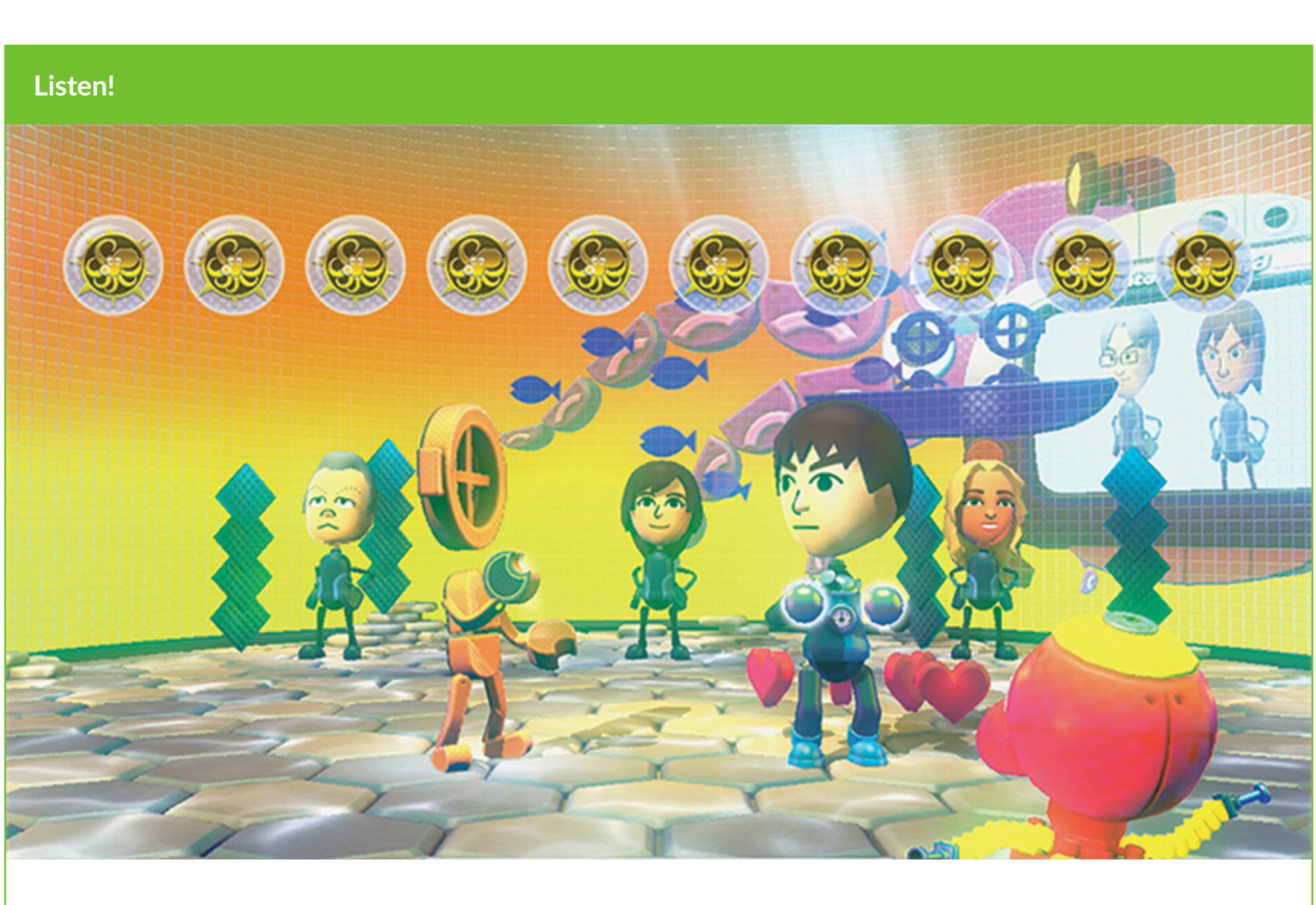


When a friend plays along with you using a Wii Remote, they can target objects in the background and interact with various elements. Players using the Wii Remote can obtain lost hearts for the GamePad player when the dancer recieves an OK or Perfect mark during Stages 1-5..

Five-Step Program

Each of the five Stages in *Octopus Dance* consists of 10 sets of dance moves, and each set has three beats. Now, that doesn't necessarily mean that there are three beats in every set! That Instructor likes to mix it up now and then, speeding up the tempo or taking breaks from performing for one or more beats. The answers to completing this attraction are a careful eye and patience! Make sure you closely study a set of beats before repeating it.

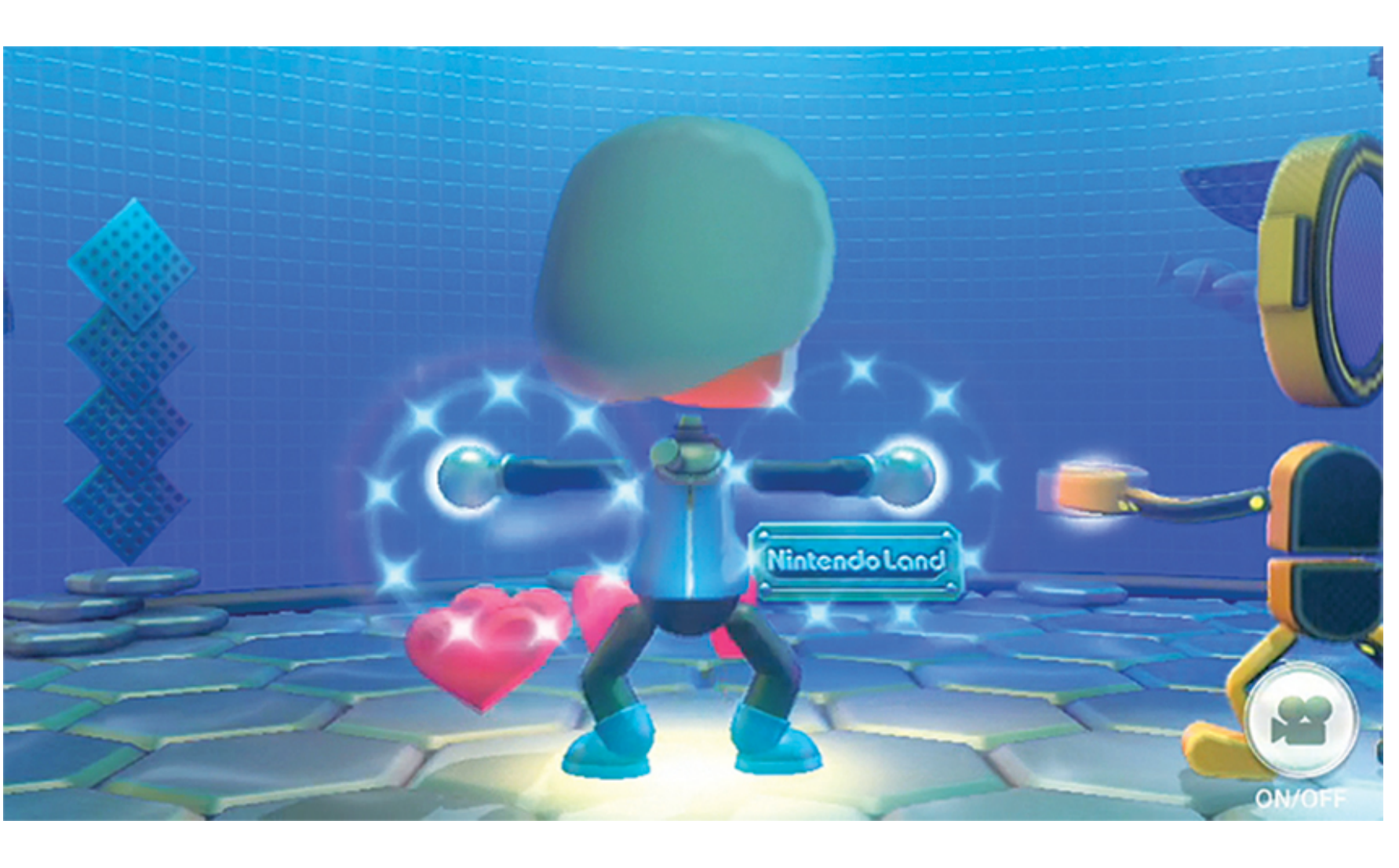
Listen!



Performing the correct dance move is only part of nailing a successful routine. You also need the proper timing. Even if your Mii is spot-on with the choreography, it means nothing to the Instructor if the moves aren't in time with the beat. Ensure that the volume on your TV is turned up to a level where you can hear the Instructor's counting. Or, insert headphones into the GamePad audio jack to tune in. Then, count the beats along with him to confirm you have the right motion down.

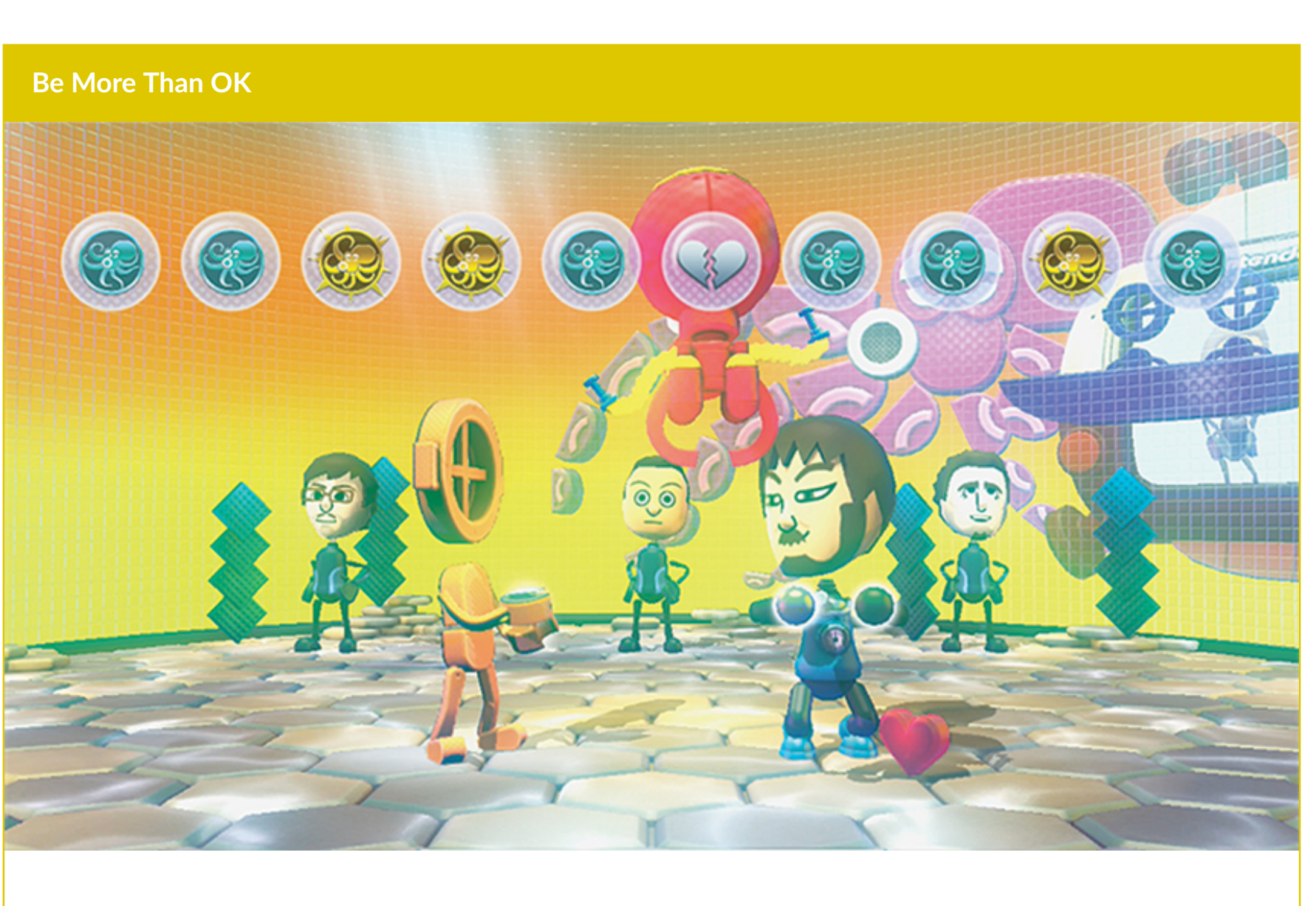
Icon	Name	Conditions
	Perfect Perfect	Perform continuous perfects.
	Perfect Streak x10	Perform 10 perfects in a row.
	3 Inky Moves	Perform 3 successful beats after being inked.
	That's a Wrap	Clear the Extra Stage.
	Flawless Fifty	Achieve 50 continuous perfects.

Stage 1



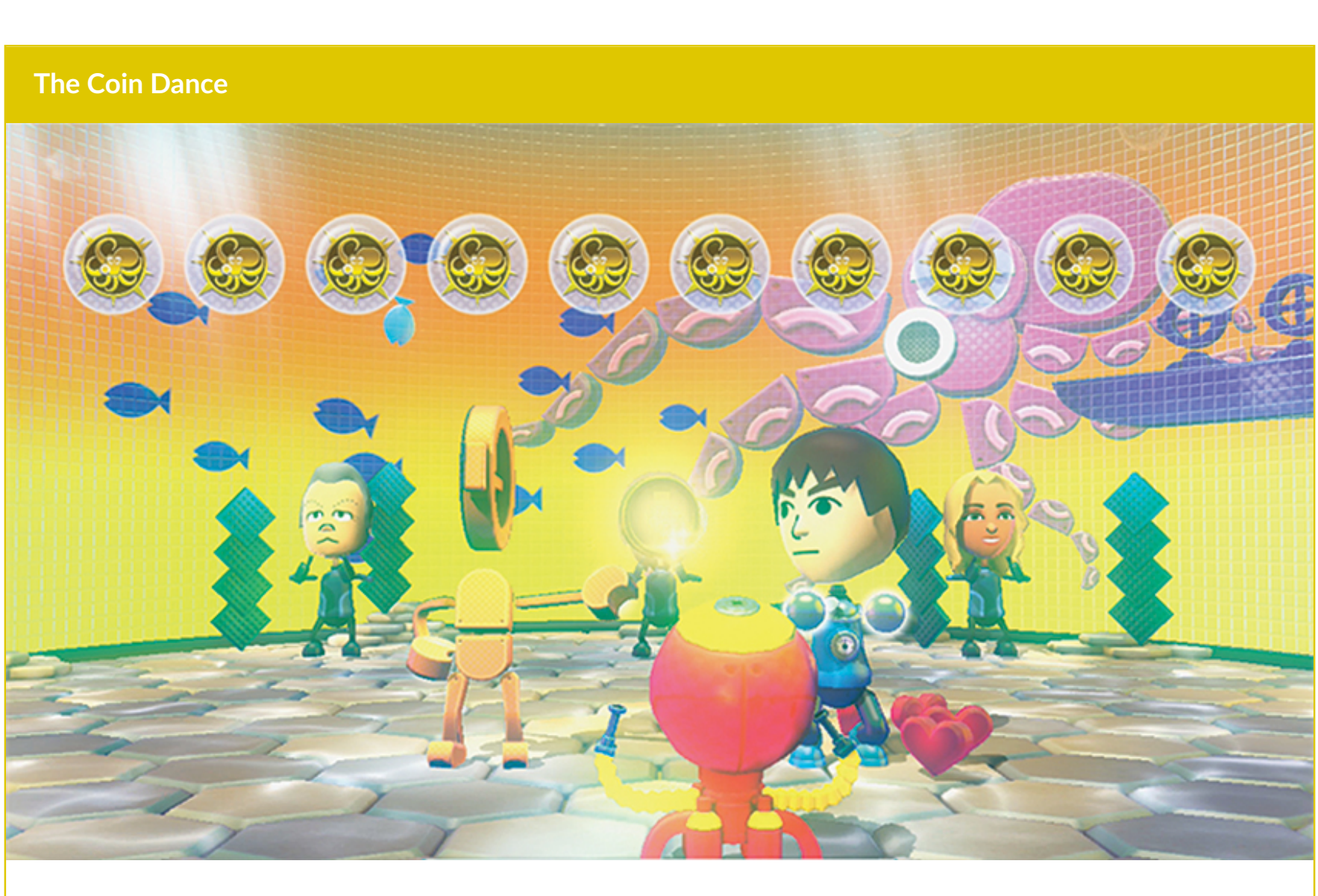
The first Stage of Octopus Dance throws you a few simple, slower beat sets to help you get into the groove. Once you reach the fifth group of beats though, things speed up. Listen carefully for the increase in tempo and match the Instructor's beat to nail those poppin' moves! This faster pace continues through until the ninth set of dance beats. For these last two bits of choreography, the speed picks up again and the Instructor cuts down the typical three beats to just one or two, adding in pauses during the choreography to try to throw you off. Don't fall for his tricks! Focus on the counts and you'll make it through just fine.

Be More Than OK



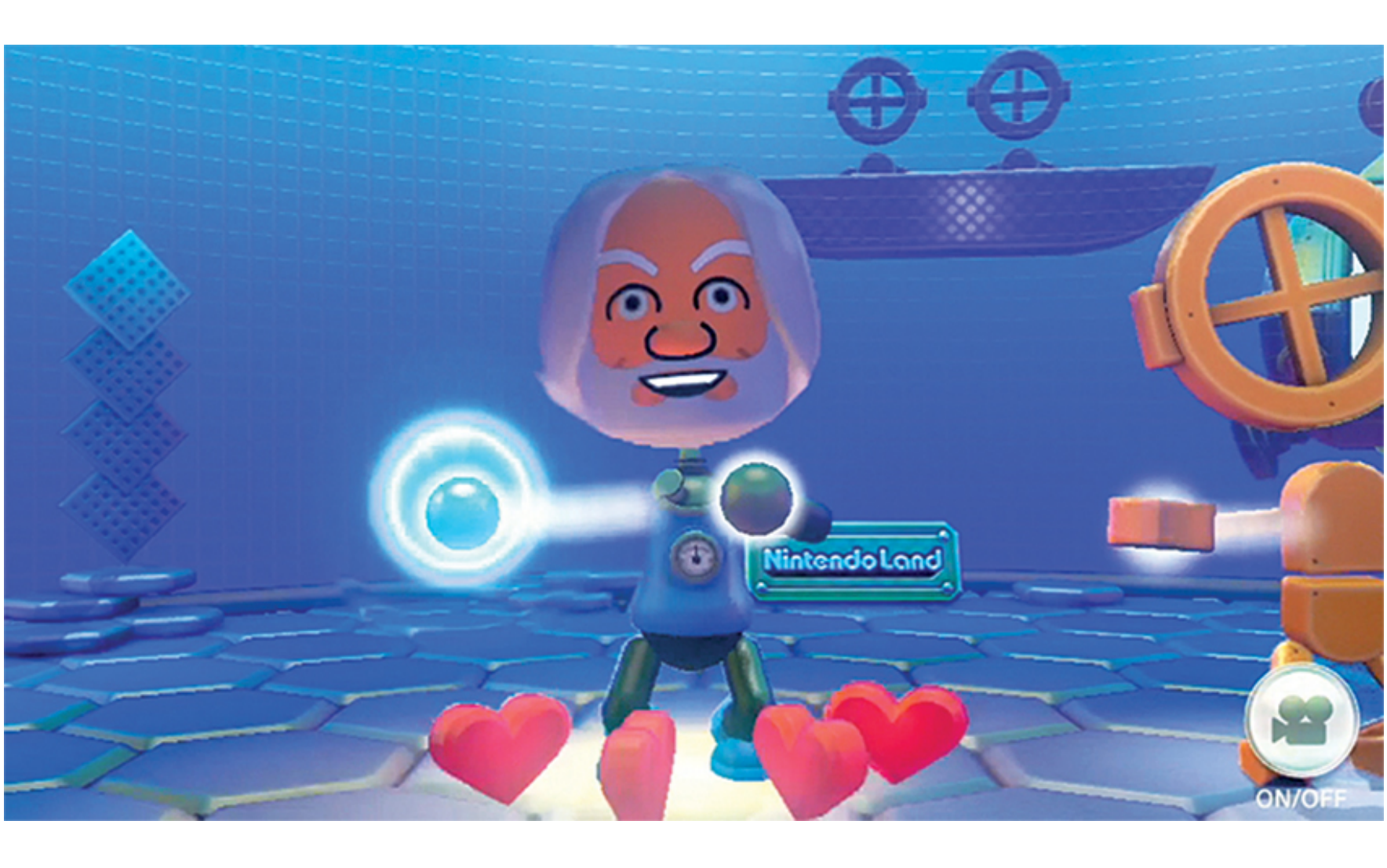
The performance ranking system has three levels: Perfect, OK, and Miss. Perfect comes with a nifty gold mark that is awarded for executing the set of dance beats with skill and precision. The green OK mark is given when you perform the moves but don't necessarily stick the landing. If you're a little wobbly with your performance, you will earn the OK. A gray Miss icon means that you've completely botched the set of moves and that one of your precious hearts has been broken. There are audio signals to cue if you have performed a Perfect, OK, or Miss with each move. Strive for those Perfect chimes!

The Coin Dance



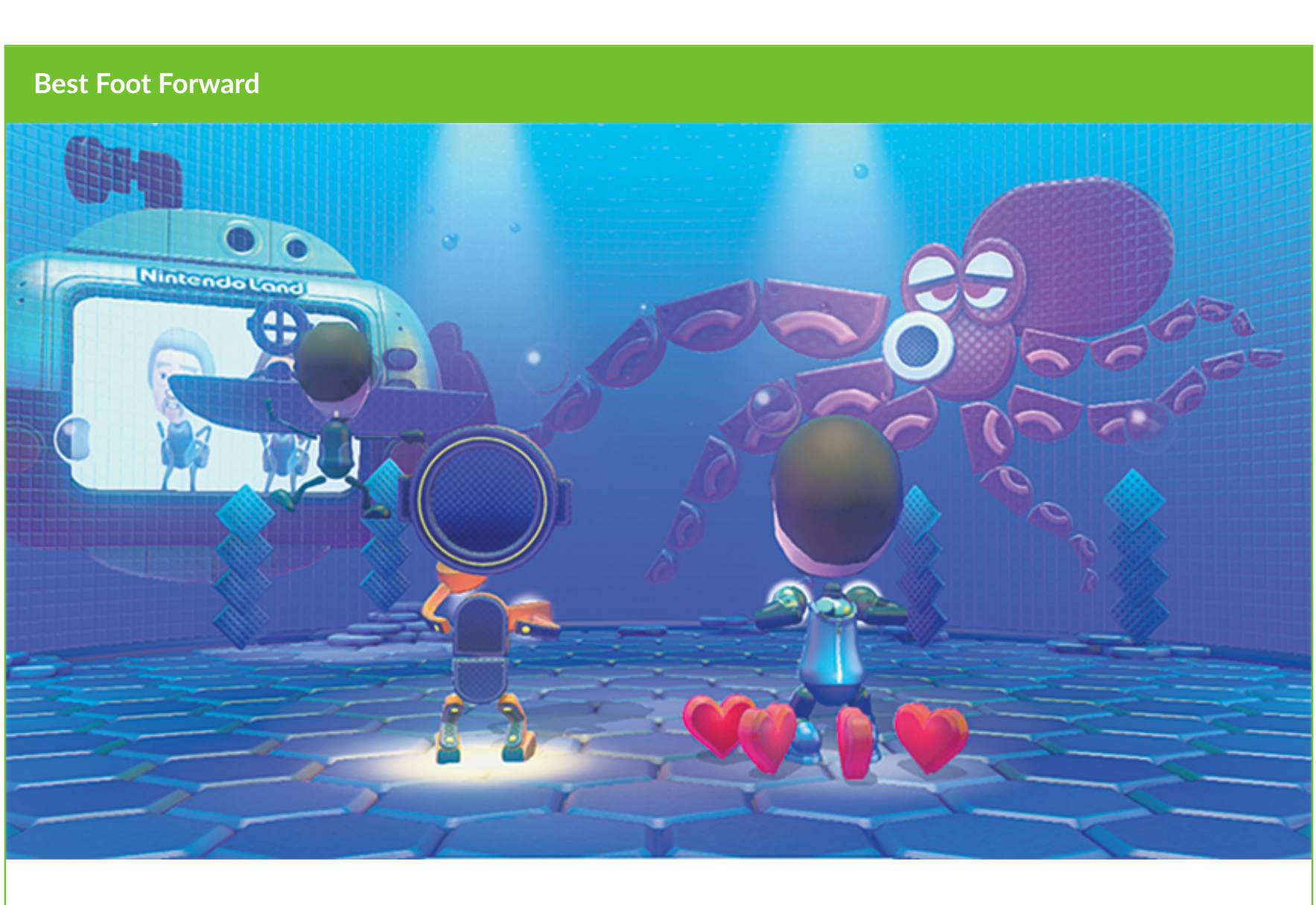
When you successfully perform all of the dances for a Stage, you are given a Coin as a reward! It may look like just a single Coin when the Instructor hands it over, but these golden goodies add up to big rewards once you have completed all of the Stages, especially if you're able to line up Perfect combos!

Stage 2



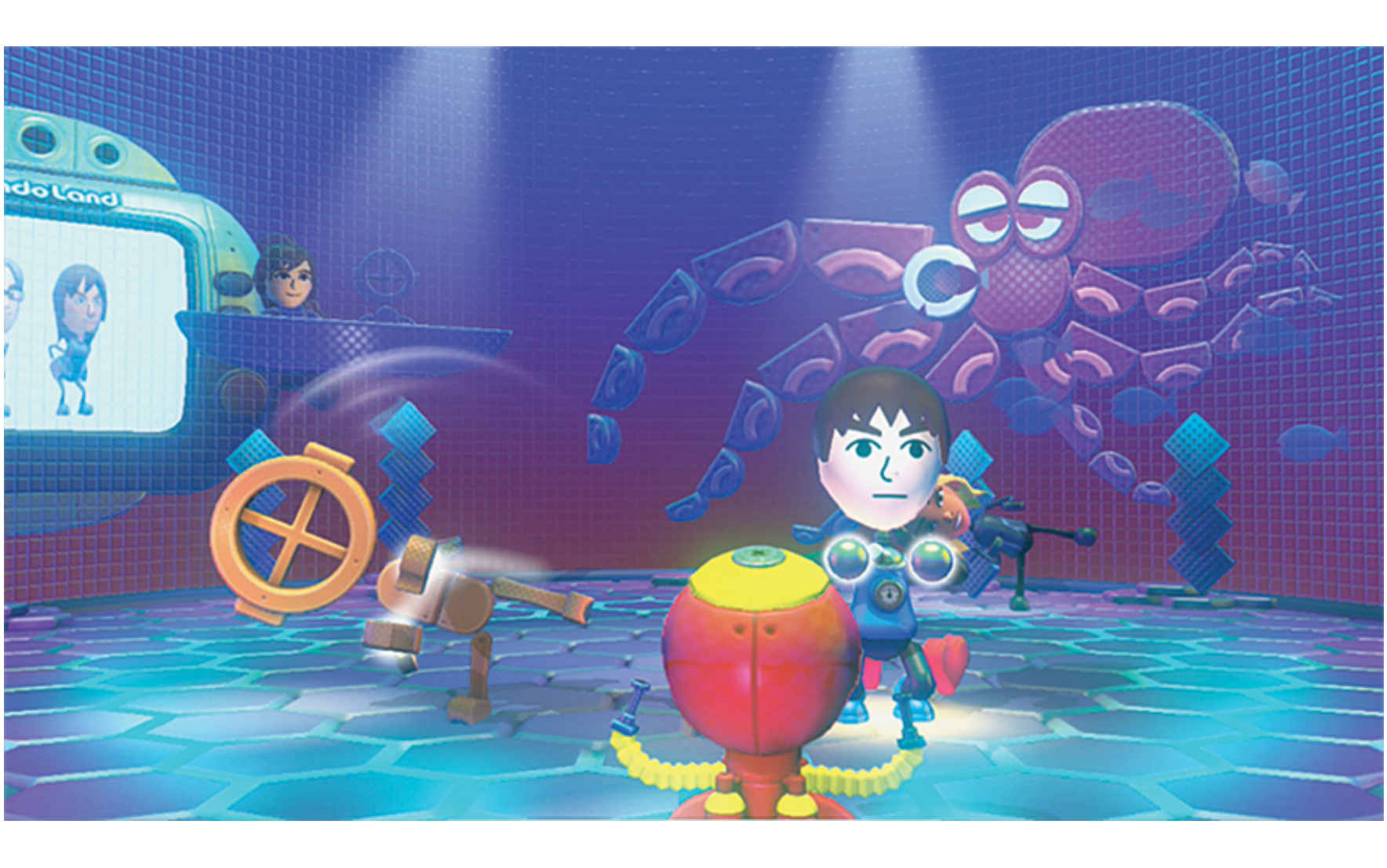
At the start of Stage 2 the Instructor spins your Mii so both of their backs are facing the TV, which means they're looking right at you through the GamePad. The new choreography adds in more one-handed movements into the mix. When that happens, be sure to move only the proper stick! Just as with Stage 1, this second run of moves starts to pick up the pace at the fifth set and then kicks it into high gear for the last two. This speed increase should be no issue now that you have experience switching gears!

Best Foot Forward

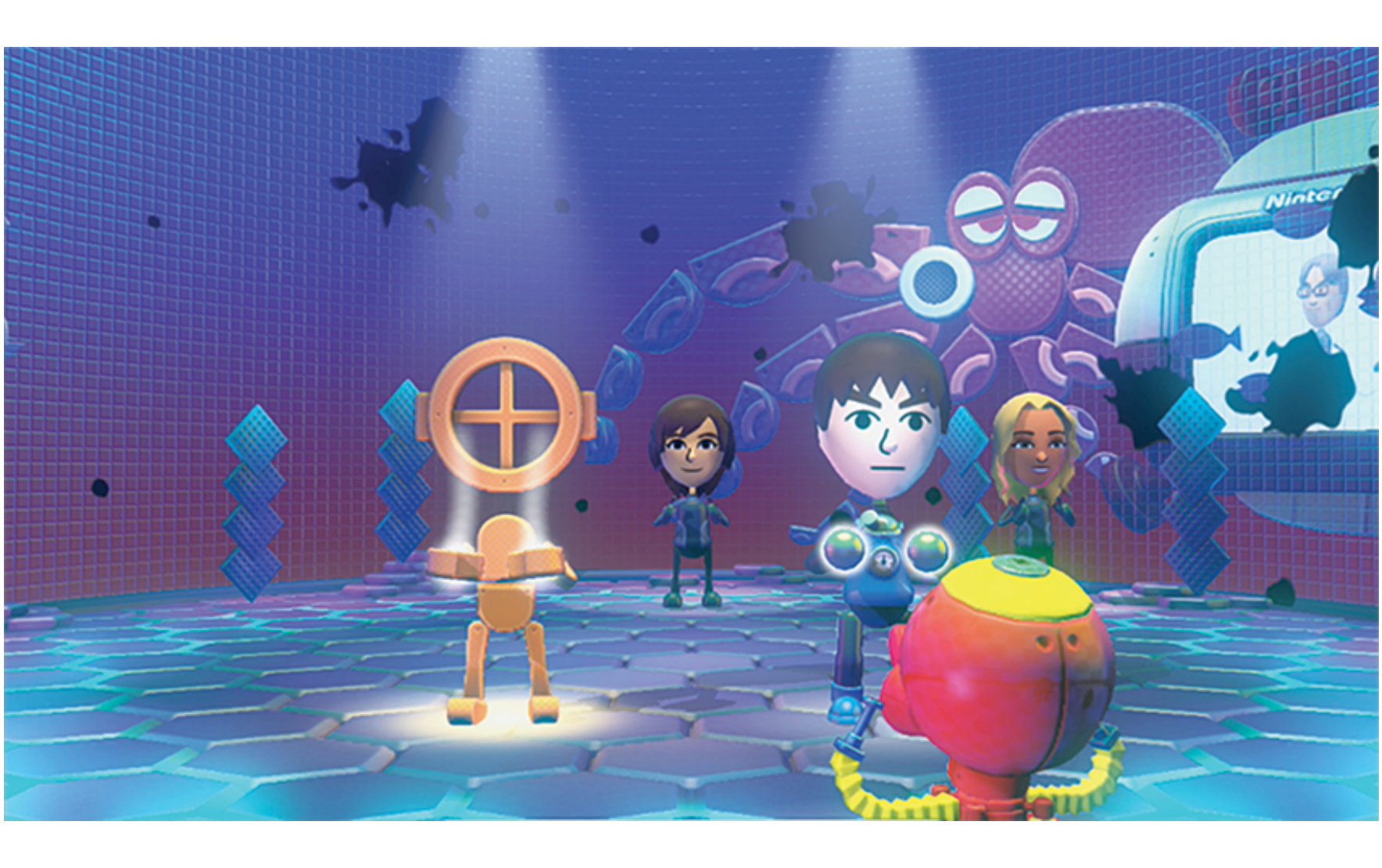


Typically, it's easier to mimic movement when you watch it from behind and mirror the action. When you first start Octopus Dance, your Mii and the Instructor have their backs to the GamePad, facing out of the TV. This makes it easy to focus on the GamePad—both the direction and the controls are there in your hands. However, the Instructor is always trying to push you into new challenges, literally. When your Mii is pulled to face the GamePad with its back to the TV, you might find it easier to take your focus off the GamePad touch screen and look up at your TV instead.

Stage 3

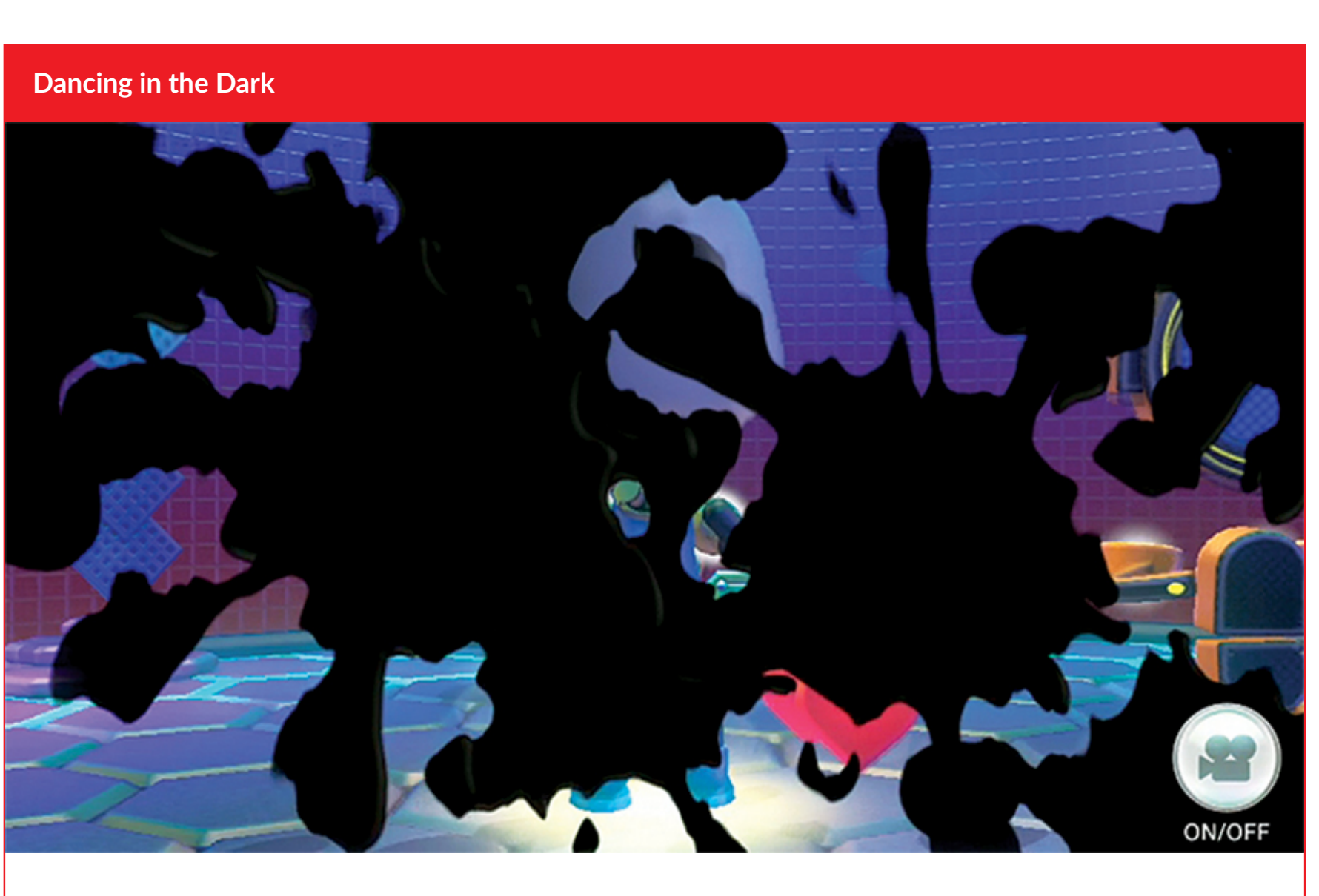


You're past the halfway point, your Mii character's back is once again to the GamePad, and the Instructor has all new choreography to test your coordination even further. Stage 3 introduces a motion control element to the routines, so that you're tilting and shaking your GamePad in order to complete the dance beats. It adds another level of game immersion but remember to keep yourself centered ... as in, always return to the center, neutral position after tilting. If you leave your Mii out on a limb you could earn yourself a Miss.



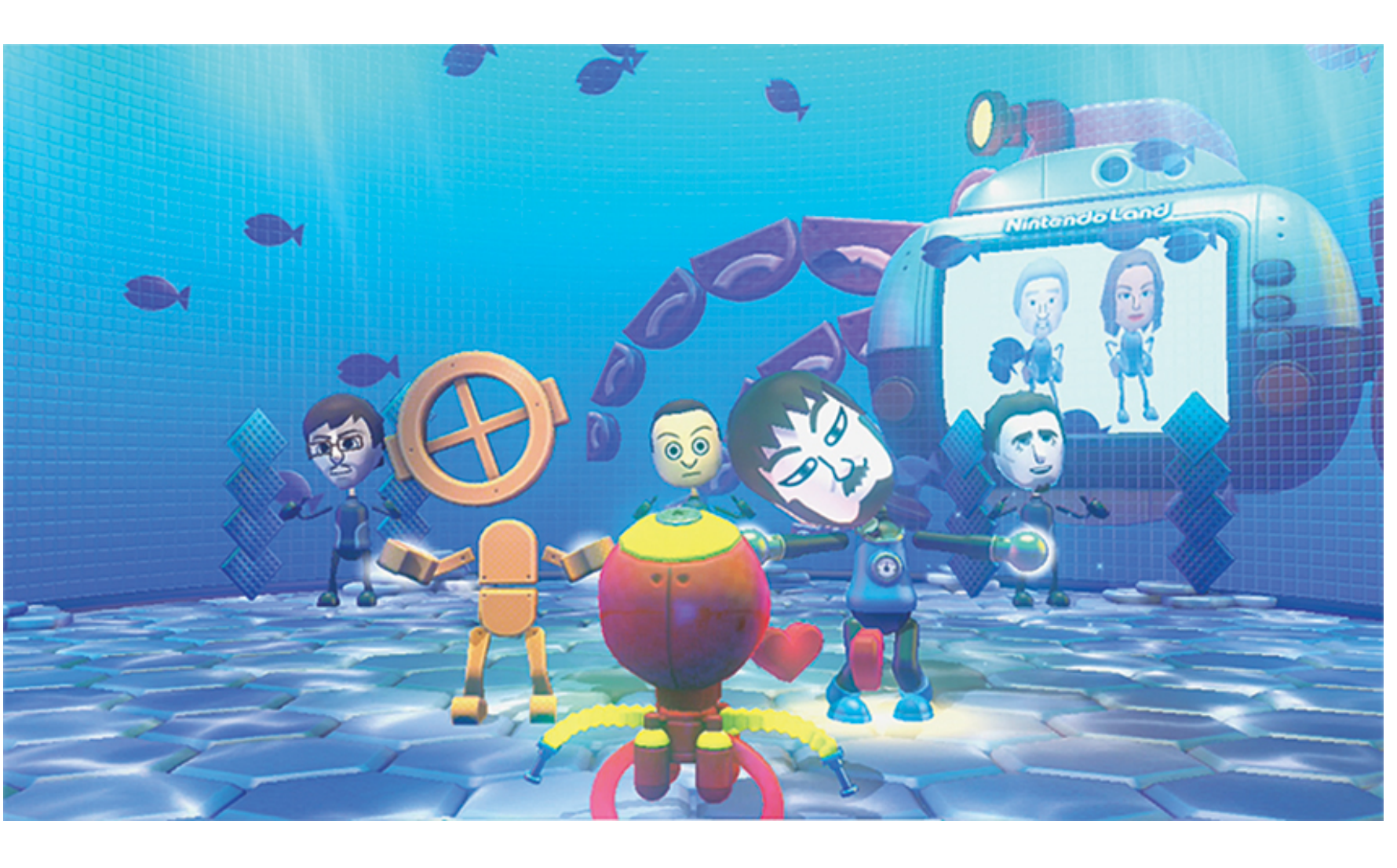
As usual, the speed picks up at the fifth and ninth set marks, but Stage 3 includes additional hazards beyond the speed jumps. You may have noticed the addition of a little octopus friend on the screen. He looks harmless enough swaying in front of your Mii and the Instructor, but he can spray ink onto the touch screen, obscuring your view and forcing you to watch the TV for directions on the next set of dance beats. Successfully complete them and the ink is washed off quickly. However, even if you miss, the ink disappears eventually.

Dancing in the Dark



When ink is squirted onto your GamePad screen, it's impossible for you to continue to follow directions from that view. In order to learn the choreography, you must move your focus to the TV, meaning all the moves are reversed! If the Instructor tilts to his left and you mirror the action, that causes your Mii to tilt to the right. When the Instructor is facing you, perform the move in the opposite direction to avoid a Miss.

Stage 4



There's one more type of choreography to add into your growing list of impressive moves. In Stage 4, the Instructor shows you how to swing your arms from one position to the next, rather than simply jabbing an arm in a certain direction. This allows for more complex moves and holds. As with the other Stages, the speed increases at sets five and nine!

Rock Steady

When performing swing movements and transitioning from one hold to the next, it's important to keep your Mii character's arms even and steady. Part of dancing is flowing effortlessly between stances. Make sure your Mii is doing just that for maximum points.

Final Stage

Final Stage

The Final Stage of the standard game is all about advanced hand-eye coordination and memorization. For the choreography on this Stage, the arms tend to move independently, shifting from one complex pose to another. Pay attention to the shapes the arms make and do your best to recreate them! The Little Octopus may throw around some ink for fun, just to make your final push for the Attraction star all the more challenging. Once again, watch out for those speed increases at sets five and nine!

After completing Stages 1 through 5, an Extra Stage unlocks. Return to Octopus Dance with the same Mii to keep busting moves beyond the Final Stage!

Extra Stage

Extra Stage

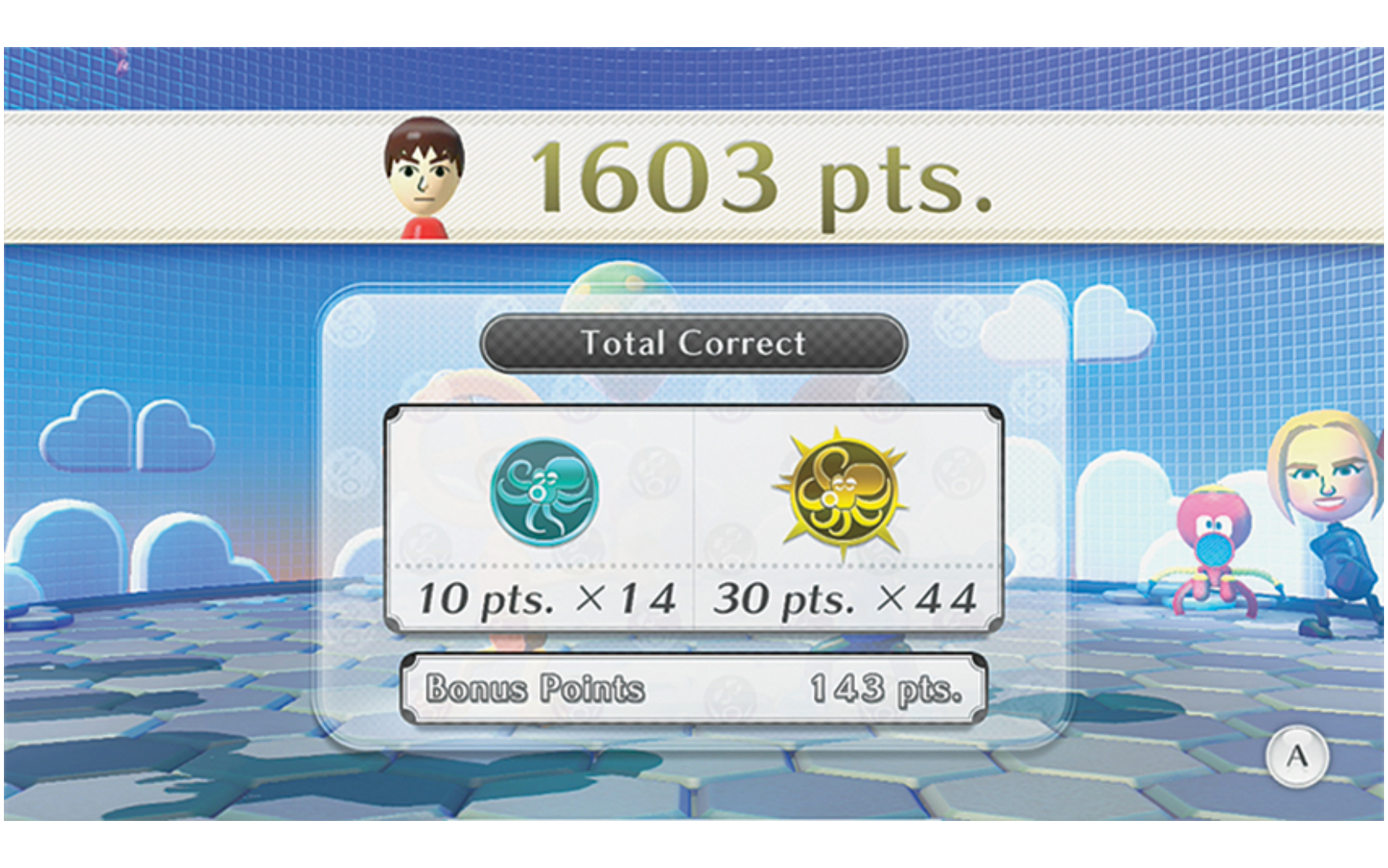
The Extra Stage makes you leave everything on the dance floor! This marathon Stage is twice as long as the previous ones, and it throws in every bit of choreography you've previously learned. It also regularly adjusts the tempo and the number of beats in the sets. Look at the back of the Instructor's head on the GamePad to see the number of beats in the following set. You perform the Extra Stage with the Instructor and your Mii character's backs to the GamePad, which keeps your focus all in one spot. However, ink is squirted onto the GamePad touch screen from time to time throughout the dance sets, so be sure to look up when necessary!

Of the 20 high-energy dance sets, there are several extra tricky ones to watch out for! Starting at set number nine, the Instructor pushes the max number of beats in a set to seven. This means you could have up to seven different beats to perform in a row! Really focus on arm position and how one pose flows into the next. At the tenth set, the speed increases, and from then on, the tempo periodically changes from fast to normal to faster. When you've completed the Extra Stage, you can officially consider yourself a dancing queen ... or king!

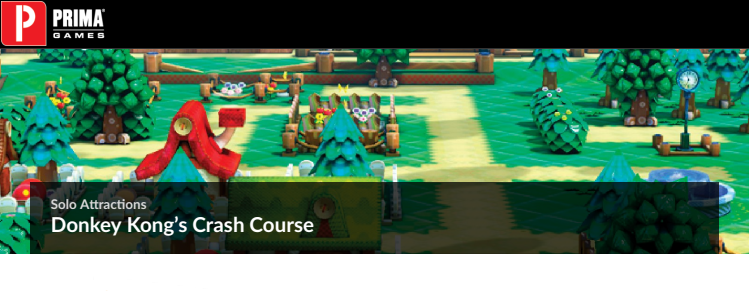
It's a Matter of Style

Lots of people have tricks they use to help their memorization—acronyms, notes, creative songs, etc. When learning choreography a good trick is to look at the whole shape the arms make rather than focusing on the exact movement of each arm individually. Is the overall shape an "L" or a flat line? How about a backwards "L" or an "I"? Focusing on the shape reduces the number of details you have to remember and can help your overall memorization of longer sets.

Results



While you're catching your breath from the awesome dance workout your Mii just received, you are shown a breakdown of your score. The number at the top of the screen is your overall score for the run, and under that you can see the scores for the Perfect and OK rankings you received during your time with Octopus Dance. Each OK awards 10 points and each Perfect awards 30 points! At the bottom of the screen is your bonus score, which is derived from strung-together combos and your completing entire Stages with Perfects.



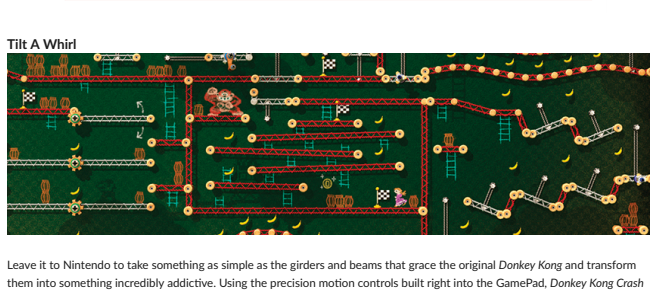
Solo Attractions

Donkey Kong's Crash Course

DONKEY KONG'S CRASH COURSE

Full-Tilt Obstacle Course

Tilt A Whirl



Leave it to Nintendo to take something as simple as the girders and beams that grace the original *Donkey Kong* and transform them into something incredibly addictive. Using the precision motion controls built right into the GamePad, *Donkey Kong Crash Course* , transforms your Mii into a Roller, a spring-loaded, three sided object guided by the forces of gravity—and in this case, gravity is literally what you make it. By tilting the GamePad left and right, you influence the way the Roller, well, rolls. The *Crash Course* starts out simple, but as *Nintendo Land* has ably demonstrated in other Attractions, simple is only the start.

Origin Story: Donkey Kong

Shigeru Miyamoto has crafted some of the most endearing, time-tested games ever, but *Donkey Kong* , the story of a simple plumber, a giant ape, and a damsel in distress, was his first. The name Donkey Kong actually came from an attempt to give a Western name to what was literally a "stubborn gorilla." "Kong," a name plenty of people knew thanks to a certain tragic skyscraper-scaling simian, was already linked in Japanese. To find a way to describe the video game ape's demeanor, Miyamoto settled on "Donkey." Thus, *Donkey Kong* was born, and with it the first appearance of Mario—though, at the time, the red shirt and blue coveralls belonged to a character known only as "Jumpman" internally. It would take a few more years before Mario and his brother Luigi would have proper names.

Controls

Move Roller	Tilt GamePad left or right
Zoom TV View	Press Up or Down on the +Control Pad
Operate Mechanisms	Press L Button, R Button, Left Stick, Right Stick, and blow into Microphone (or press the X Button), depending on the on-screen prompts
Return to Checkpoint	Y Button

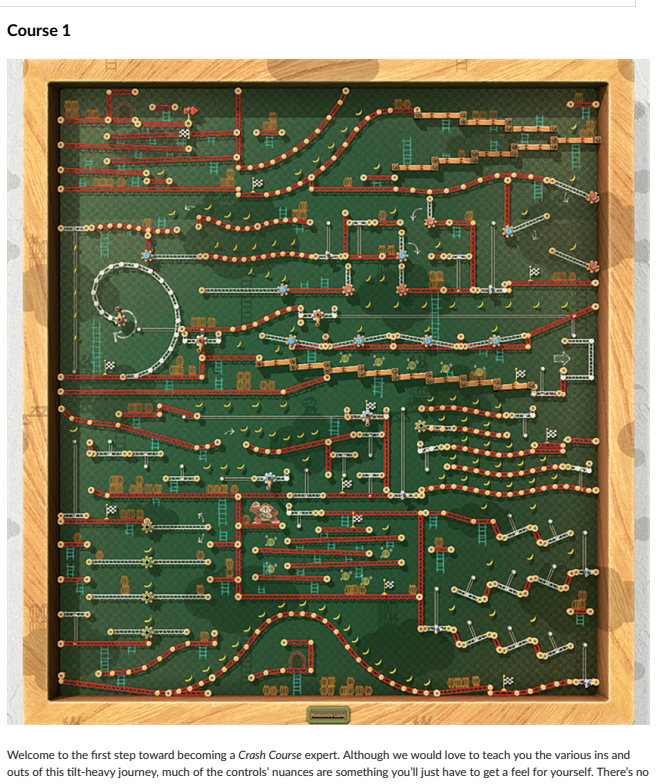
Assisted Play

Create Slow Motion Bubble	Point Wii Remote and press A Button

Get ready for a twisting, tumbling, white-knuckle trip through a seriously trying obstacle course. This gauntlet of fun doesn't require much; just follow any on-screen prompts to engage the various bits of machinery in the world, which range from pieces of track that can lift the Roller up to new areas, to platforms that have to be hand-cranked to continue onward. For the first part of this Attraction, you need only reach the end goal before the clock hits 600 seconds (or 10 minutes for those who like smaller numbers). Be careful, though! You have a limited number of lives, and while grabbing all the Bananas around the level can lead to the 2000 points necessary to earn an extra life, those extra chances are few and far between.

Icon	Name	Conditions
	Perfect Through Area 2	Get through Area 2 with no mistakes.
	Cutting Corners	Execute a short-cut
	Skip 30 Bananas	Leave 30 Bananas behind
	Double Damsel Rescue	Save Pauline twice
	Perfect Run	Complete a perfect run (no Assisted Play allowed)

Course 1

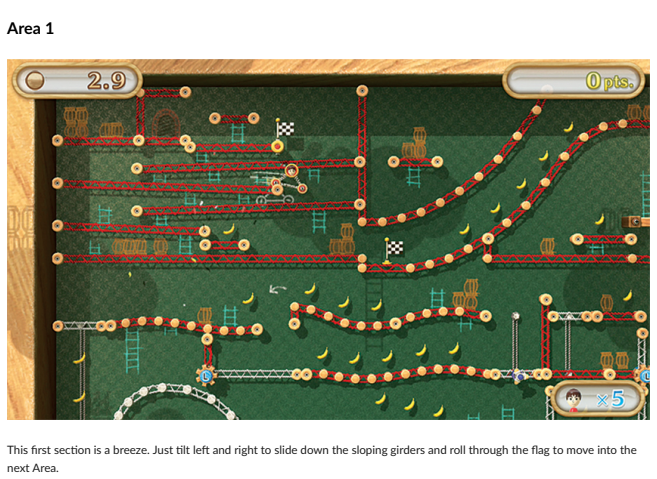


Welcome to the first step toward becoming a *Crash Course* expert. Although we would love to teach you the various ins and outs of this tilt-heavy journey, much of the controls' nuances are something you'll just have to get a feel for yourself. There's no replacement for experience, they say, and that's especially true here. Still, as you move through each section, we offer some handy tips and things to watch out for. Above all else, take this course slowly, learn the various hazards, and develop the muscle memory to help you through them again later. Oh yes, you'll be seeing this trial again.

Slow and Steady

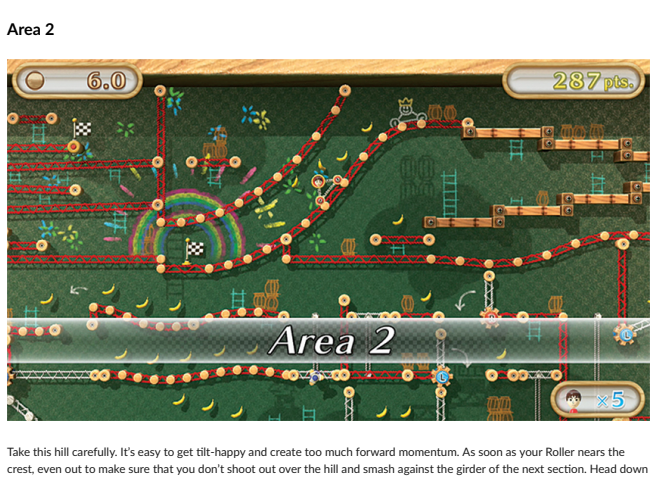
Sure, there's technically only 10 minutes on the clock here, but more than likely what will end your journey through the Crash Course prematurely won't be that time limit. It'll be one too many crashes. Lives here are at a premium, so until you know what's ahead, try to take things slowly. This course punishes rushing, and you'll need all your lives for later challenges.

Area 1



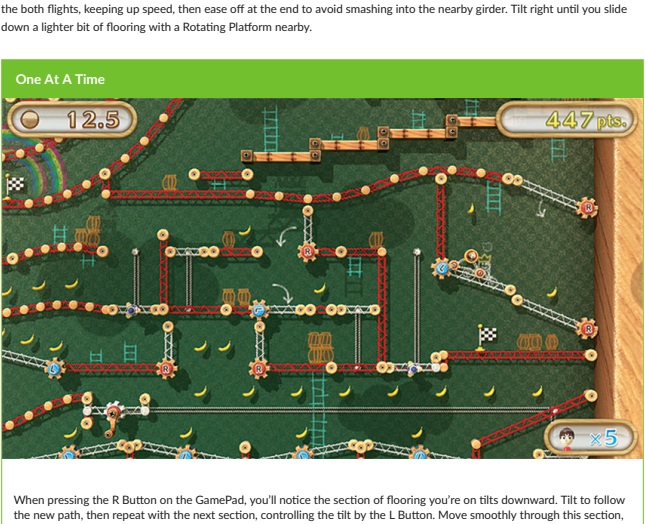
This first section is a breeze. Just tilt left and right to slide down the sloping girders and roll through the flag to move into the next Area.

Area 2



Take this hill carefully. It's easy to get tilt-happy and create too much forward momentum. As soon as your Roller nears the crest, even out to make sure that you don't shoot out over the hill and smash against the girder of the next section. Head down the both flights, keeping up speed, then ease off at the end to avoid smashing into the nearby girder. Tilt right until you slide down a lighter bit of flooring with a Rotating Platform nearby.

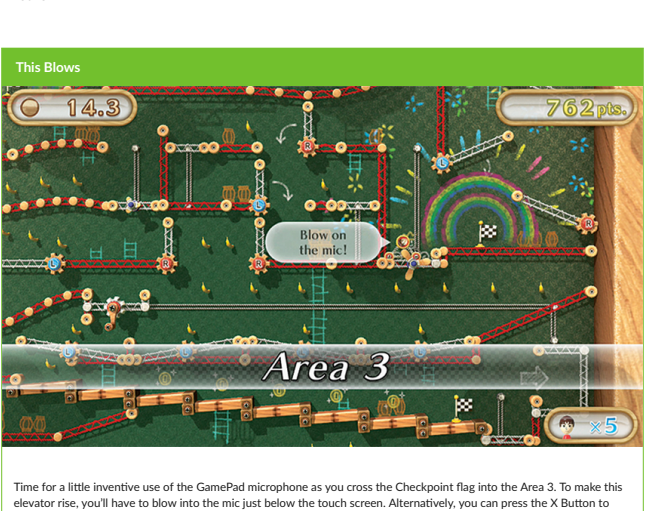
One At A Time



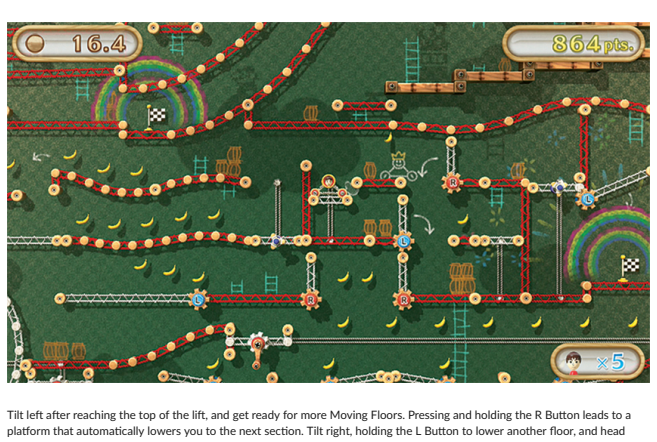
When pressing the R Button on the GamePad, you'll notice the section of flooring you're on tilts downward. Tilt to follow the new path, then repeat with the next section, controlling the tilt by the L Button. Move smoothly through this section, pressing and holding the L and R Buttons until you reach the bottom. Congrats!

Area 3

This Blows

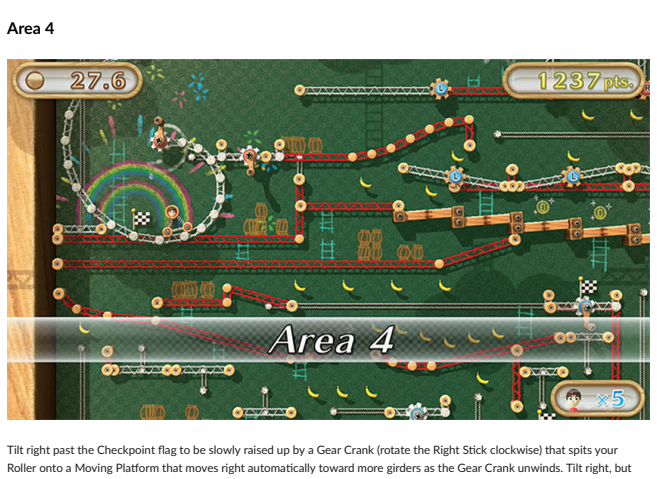


Time for a little inventive use of the GamePad microphone as you cross the Checkpoint flag into the Area 3. To make this elevator rise, you'll have to blow into the mic just below the touch screen. Alternatively, you can press the X Button to achieve the same effect. The idea isn't to produce a huge gust, rather, it's a sustained breath of air. Take a deep breath, purse your lips and then concentrate on releasing a steady flow. It doesn't have to be more than a light breeze; huge gusts will just fling you upward or will barely get you off the ground. If you can't (or just would rather not) blow into the mic, pressing the X Button will also cause elevators to move.

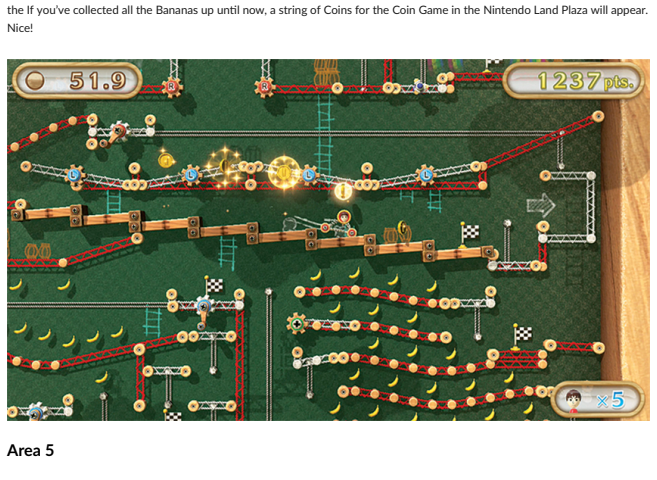


Tilt left after reaching the top of the lift, and get ready for more Moving Floors. Pressing and holding the R Button leads to a platform that automatically lowers you to the next section. Tilt right, holding the L Button to lower another floor, and head down the nearby elevator. Tilt left while holding the R Button to roll through another section with two Moving Floors that link up. Hold the L Button as you climb up the next Moving Floor to connect it to a section above, and then once on this new footing, let go of the L Button and tilt right over some undulating girders. Blow into the Microphone again to lift this elevator, then prepare to pick up a generous burst of speed by tipping hard to the left. With enough oomph, your Roller will sail over the gap and land safely on another section of flooring that lowers and Area 4.

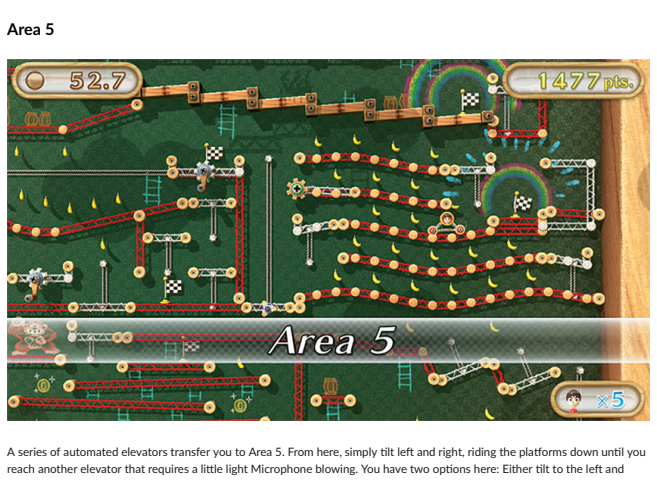
Area 4



Tilt right past the Checkpoint flag to be slowly raised up by a Gear Crank (rotate the Right Stick clockwise) that spits your Roller onto a Moving Platform that moves right automatically toward more girders as the Gear Crank unwinds. Tilt right, but don't get too aggressive, as you need to tuck into another Gear Crank—and this one moves the platform to the right as you turn the Right Stick clockwise. After you are deposited onto a sloped girder, tilt left (still holding the Right Stick in place) until your Roller has come to rest on a Moving Floor emblazoned with an L. Tilt left while alternating pressing and letting go of the L Button to create hills over the impediments in your way. After the third and final hill, hold the L Button to keep the Moving Floor tilted downward to allow for a clean jump to the lower girder. If you've collected all the Bananas up until now, most of the If you've collected all the Bananas up until now, a string of Coins for the Coin Game in the Nintendo Land Plaza will appear. Nice!

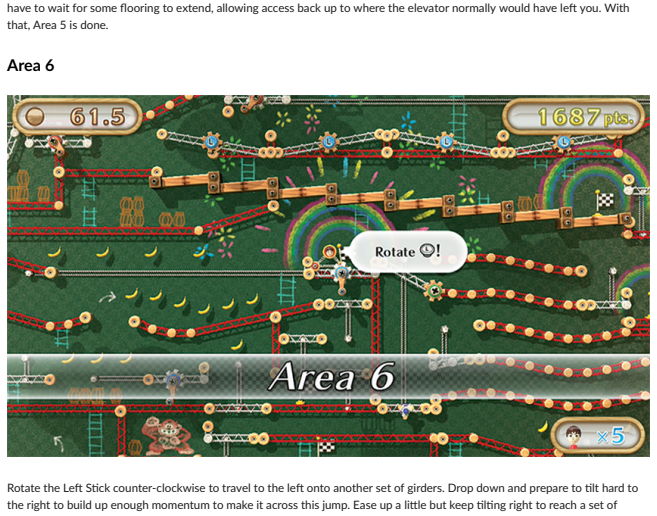


Area 5



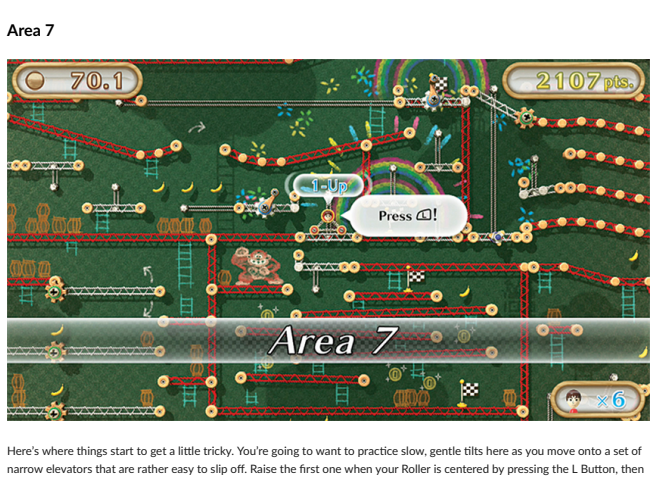
A series of automated elevators transfer you to Area 5. From here, simply tilt left and right, riding the platforms down until you reach another elevator that requires a little light Microphone blowing. You have two options here: Either tilt to the left and continue, or tilt right and ride another platform down for a few more Bananas. Be careful if you opt for the latter path, as you'll have to wait for some flooring to extend, allowing access back up to where the elevator normally would have left you. With that, Area 5 is done.

Area 6

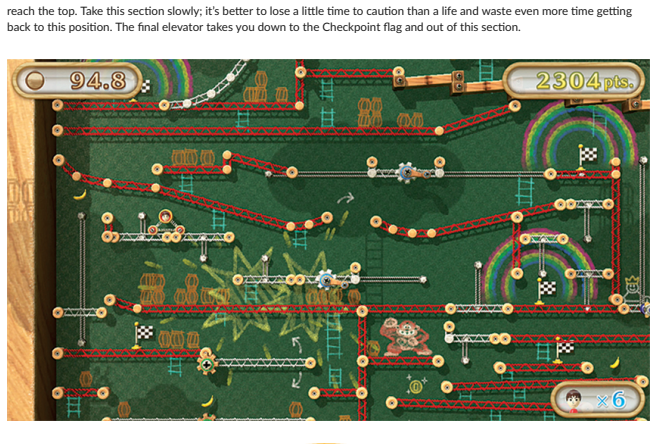


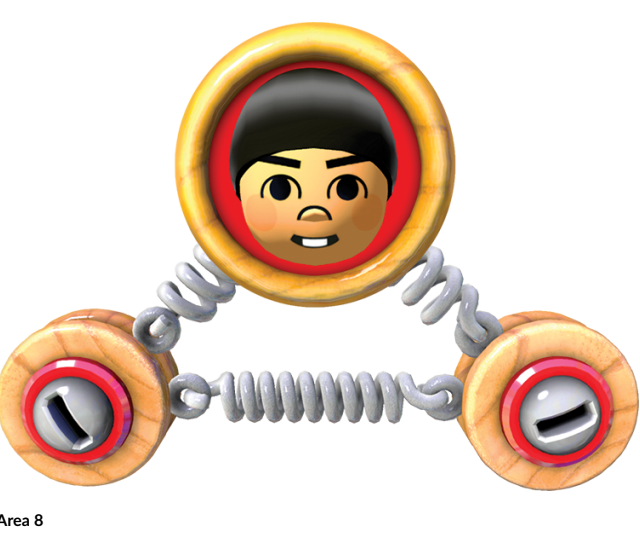
Rotate the Left Stick counter-clockwise to travel to the left onto another set of girders. Drop down and prepare to tilt hard to the right to build up enough momentum to make it across this jump. Ease up a little but keep tilting right to reach a set of elevators that lead out of this section.

Area 7

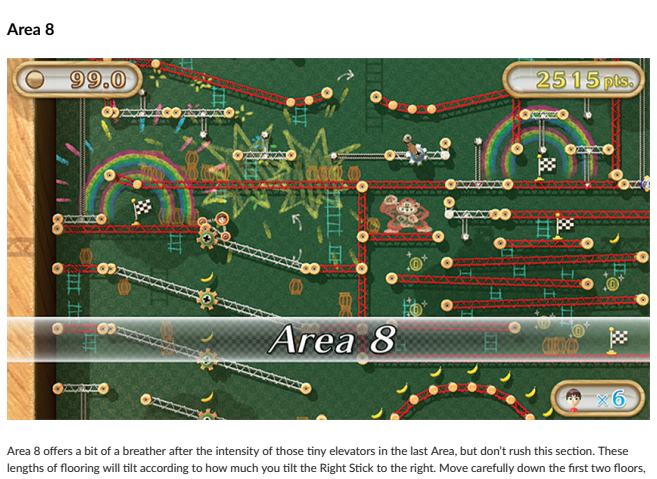


Here's where things start to get a little tricky. You're going to want to practice slow, gentle tilts here as you move onto a set of narrow elevators that are rather easy to slip off. Raise the first one when your Roller is centered by pressing the L Button, then tilt slightly to tip onto a moving platform that can be operated with a little Left Stick cranking. Carefully tilt left to center the Roller on another elevator, then press and hold the L Button again to raise this one. Tilt slowly left, center the roller on the platform, and release the L Button to raise the next platform and continue on, pressing and releasing the L Button until you reach the top. Take this section slowly; it's better to lose a little time to caution than a life and waste even more time getting back to this position. The final elevator takes you down to the Checkpoint flag and out of this section.

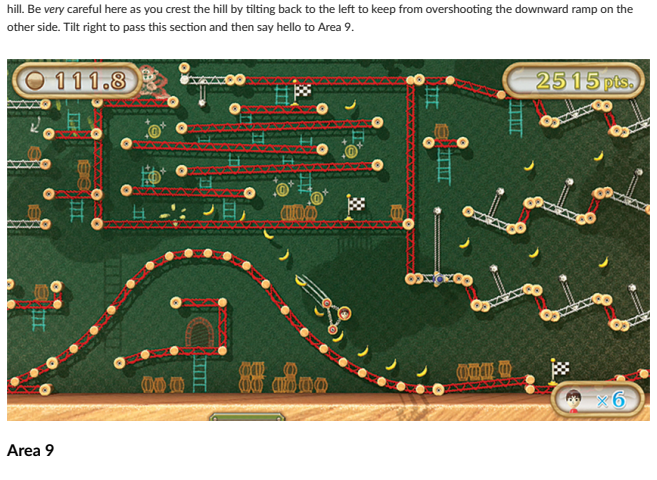




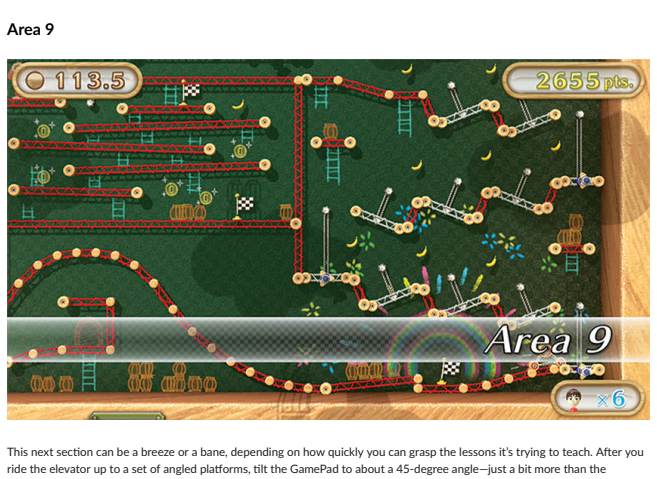
Area 8



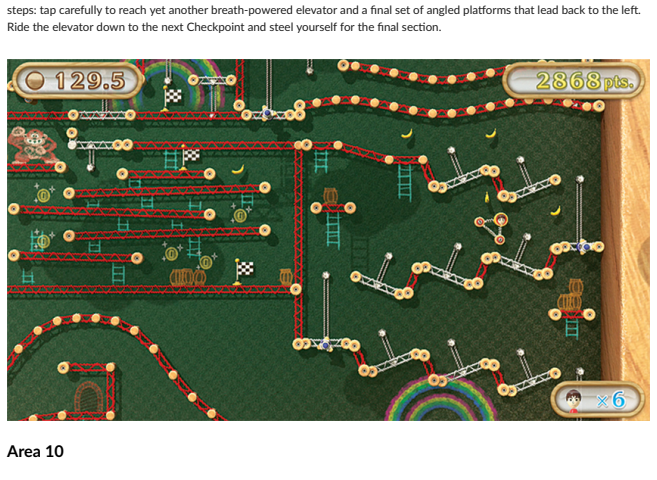
Area 8 offers a bit of a breather after the intensity of those tiny elevators in the last Area, but don't rush this section. These lengths of flooring will tilt according to how much you tilt the Right Stick to the right. Move carefully down the first two floors, and rest in the nooks on either side before switching direction. When you get to the third section, don't roll all the way off the platform, but rather rest in the middle and tilt the Right Stick back in the other direction to slope the floor back to the left. Roll into a short elevator, then tilt the Right Stick to the left to create a ramp, then right to tilt the floor so that your Roller can coast off the right edge to a new landing. Tilt left to drop onto another girder below, and then start tilting right to climb a rather large hill. Be very careful here as you crest the hill by tilting back to the left to keep from overshooting the downward ramp on the other side. Tilt right to pass this section and then say hello to Area 9.



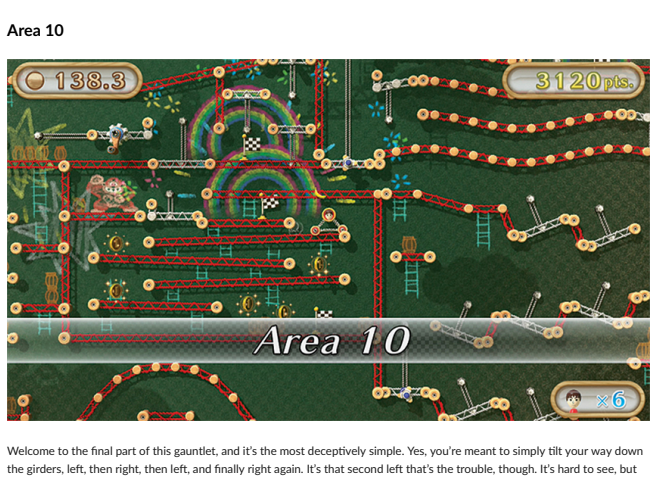
Area 9



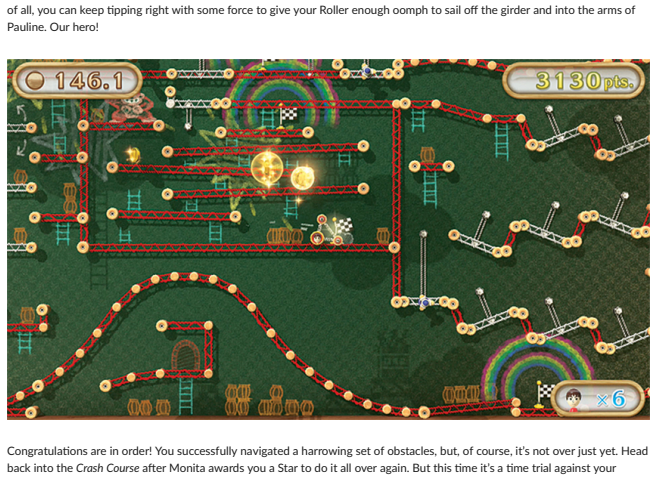
This next section can be a breeze or a bane, depending on how quickly you can grasp the lessons it's trying to teach. After you ride the elevator up to a set of angled platforms, tilt the GamePad to about a 45-degree angle—just a bit more than the platforms themselves—and then quickly tap (don't hold) the R Button to launch your Roller up into the air and onto the next platform. Repeat this process, keeping the GamePad angled until you reach an elevator that requires more Microphone blowing. Keep steady breath going as you tilt right, move back onto a new set of angled platforms, and then repeat the same steps: tap carefully to reach yet another breath-powered elevator and a final set of angled platforms that lead back to the left. Ride the elevator down to the next Checkpoint and steel yourself for the final section.



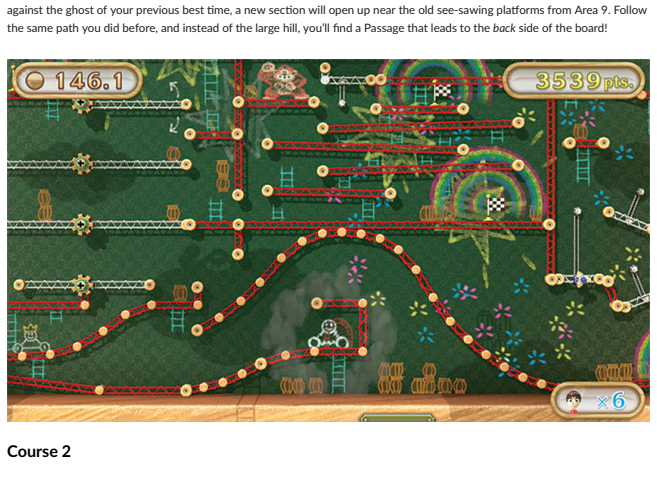
Area 10



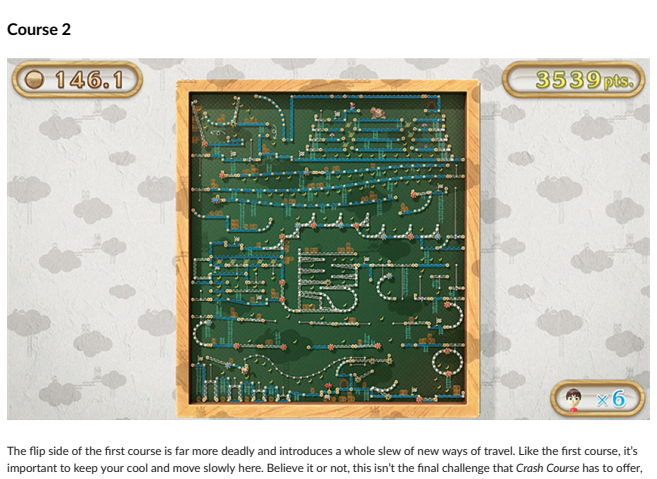
Welcome to the final part of this gauntlet, and it's the most deceptively simple. Yes, you're meant to simply tilt your way down the girders, left, then right, then left, and finally right again. It's that second left that's the trouble, though. It's hard to see, but the girder you drop from is just a touch taller than the previous ones have been—and the height difference is enough to send your Roller flipping. The solution? Give the GamePad a mighty tilt left, then quickly tilt right to cancel out the momentum. Your Roller will go flying off the edge, but starts to head back to the right without tipping over the left edge of this last girder. Best of all, you can keep tipping right with some force to give your Roller enough oomph to sail off the girder and into the arms of Pauline. Our hero!



Congratulations are in order! You successfully navigated a harrowing set of obstacles, but, of course, it's not over just yet. Head back into the *Crash Course* after Monita awards you a Star to do it all over again. But this time it's a time trial against your previous time. There is no need to rush here. You know the lay of the land better than you did the first time you finished course, and you should have no trouble besting your old time with that knowledge firmly in mind. When you finish racing against the ghost of your previous best time, a new section will open up near the old see-sawing platforms from Area 9. Follow the same path you did before, and instead of the large hill, you'll find a Passage that leads to the back side of the board!

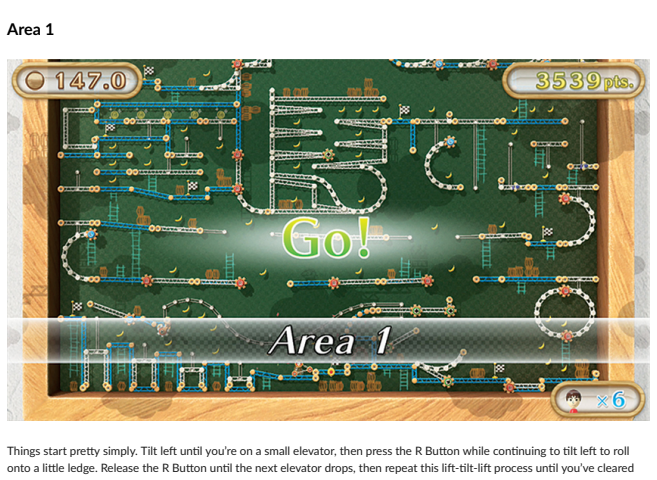


Course 2



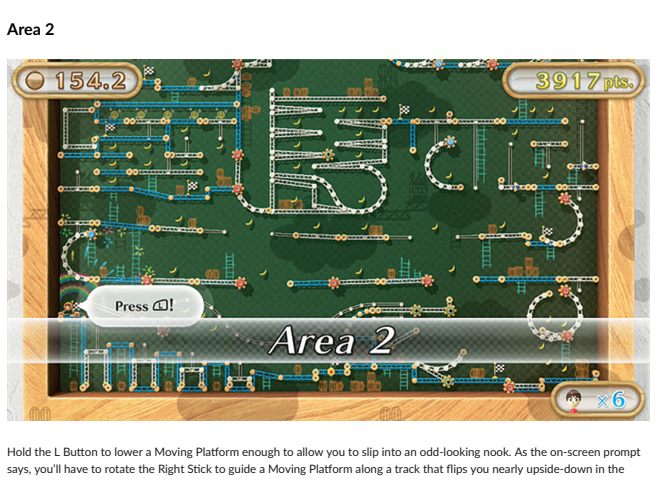
The flip side of the first course is far more deadly and introduces a whole slew of new ways of travel. Like the first course, it's important to keep your cool and move slowly here. Believe it or not, this isn't the final challenge that *Crash Course* has to offer, and it would be a shame to see it all come to an end here—especially because you'll have to do the Time Trial all over again to get back!

Area 1



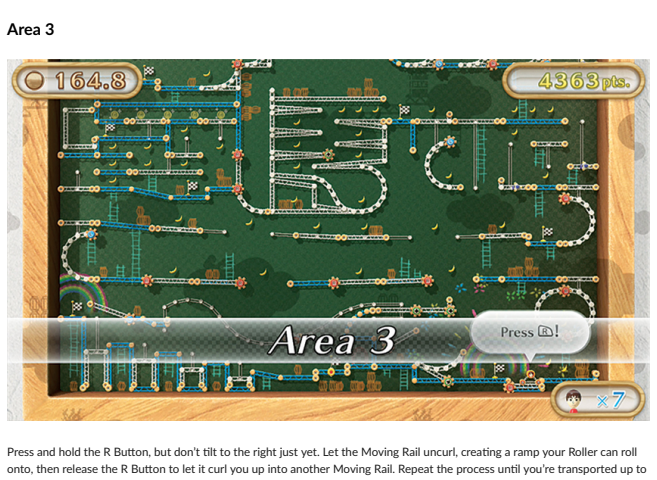
Things start pretty simply. Tilt left until you're on a small elevator, then press the R Button while continuing to tilt left to roll onto a little ledge. Release the R Button until the next elevator drops, then repeat this lift-tilt-lift process until you've cleared the first Area.

Area 2

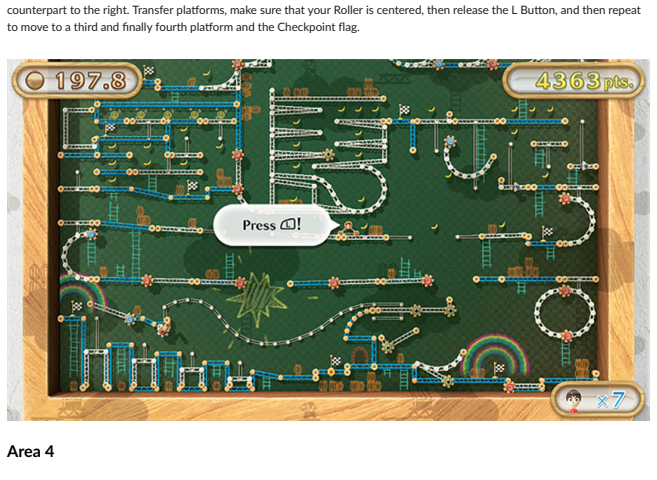


Hold the L Button to lower a Moving Platform enough to allow you to slip into an odd-looking nook. As the on-screen prompt says, you'll have to rotate the Right Stick to guide a Moving Platform along a track that flips you nearly upside-down in the process. Once it deposits you onto another platform, move through a series of Rotating Platforms to make it to Area 3.

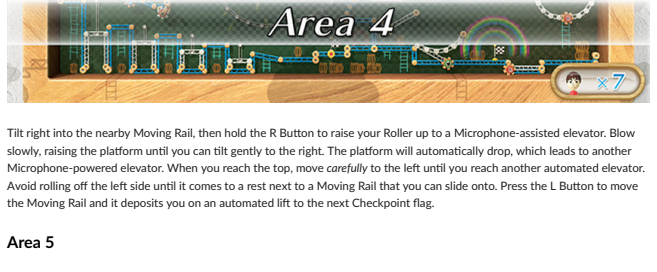
Area 3



Press and hold the R Button, but don't tilt to the right just yet. Let the Moving Rail uncurl, creating a ramp your Roller can roll onto, then release the R Button to let it curl you up into another Moving Rail. Repeat the process until you're transported up to a new girder. The Rotating Platforms in this next section can be tricky, but if you take it slowly, stopping on the sections of blue girder between Rotating Platforms, you can do it without too much hassle. Definitely go slowly, as you'll have to go through the entire process of being lifted up in the Moving Rails again every time you crash. Roll left into another Moving Rail and hold the L Button to raise yourself up to a new girder. Creep slowly to the right by tilting gently until you're centered on this moving platform. Then, making sure you're ready to tilt right, press the L Button again to move the platform slowly toward its counterpart to the right. Transfer platforms, make sure that your Roller is centered, then release the L Button, and then repeat to move to a third and finally fourth platform and the Checkpoint flag.

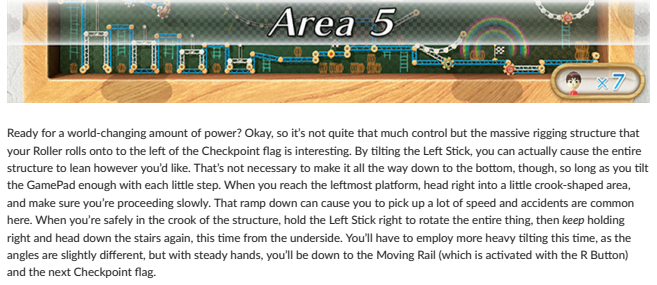


Area 4

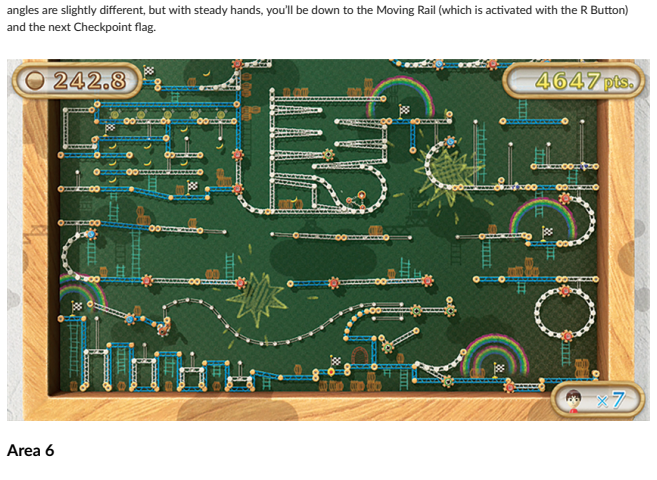


Tilt right into the nearby Moving Rail, then hold the R Button to raise your Roller up to a Microphone-assisted elevator. Blow slowly, raising the platform until you can tilt gently to the right. The platform will automatically drop, which leads to another Microphone-powered elevator. When you reach the top, move carefully to the left until you reach another automated elevator. Avoid rolling off the left side until it comes to a rest next to a Moving Rail that you can slide onto. Press the L Button to move the Moving Rail and it deposits you on an automated lift to the next Checkpoint flag.

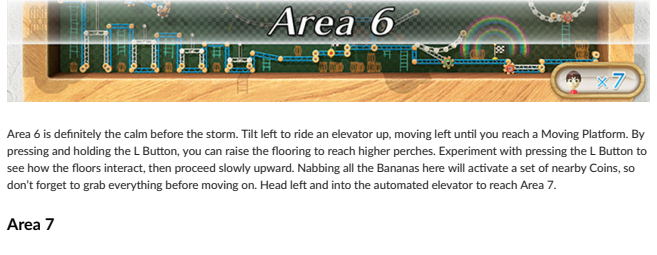
Area 5



Ready for a world-changing amount of power? Okay, so it's not quite that much control but the massive rigging structure that your Roller rolls onto to the left of the Checkpoint flag is interesting. By tilting the Left Stick, you can actually cause the entire structure to lean however you'd like. That's not necessary to make it all the way down to the bottom, though, so long as you tilt the GamePad enough with each little step. When you reach the leftmost platform, head right into a little crook-shaped area, and make sure you're proceeding slowly. That ramp down can cause you to pick up a lot of speed and accidents are common here. When you're safely in the crook of the structure, hold the Left Stick right to rotate the entire thing, then keep holding right and head down the stairs again, this time from the underside. You'll have to employ more heavy tilting this time, as the angles are slightly different, but with steady hands, you'll be down to the Moving Rail (which is activated with the R Button) and the next Checkpoint flag.

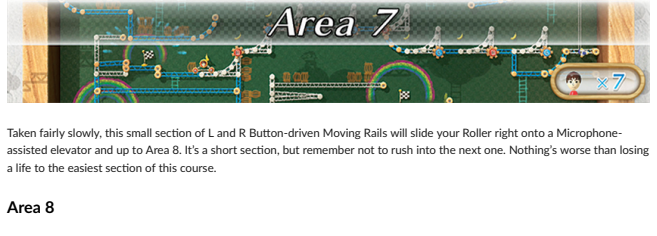


Area 6



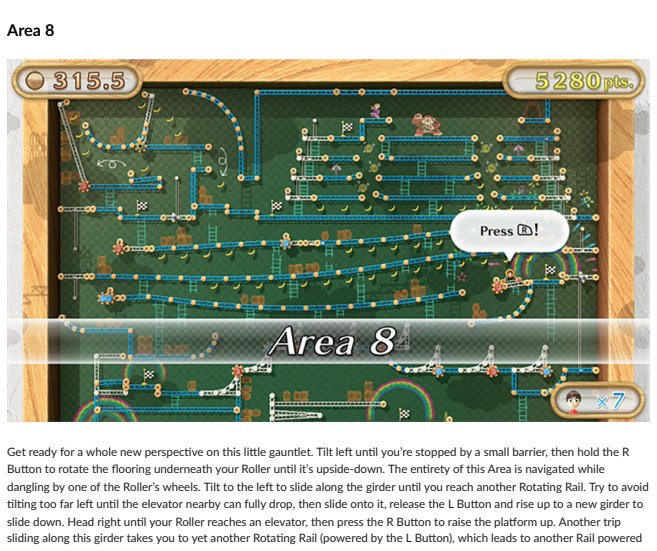
Area 6 is definitely the calm before the storm. Tilt left to ride an elevator up, moving left until you reach a Moving Platform. By pressing and holding the L Button, you can raise the flooring to reach higher perches. Experiment with pressing the L Button to see how the floors interact, then proceed slowly upward. Nabbing all the Bananas here will activate a set of nearby Coins, so don't forget to grab everything before moving on. Head left and into the automated elevator to reach Area 7.

Area 7

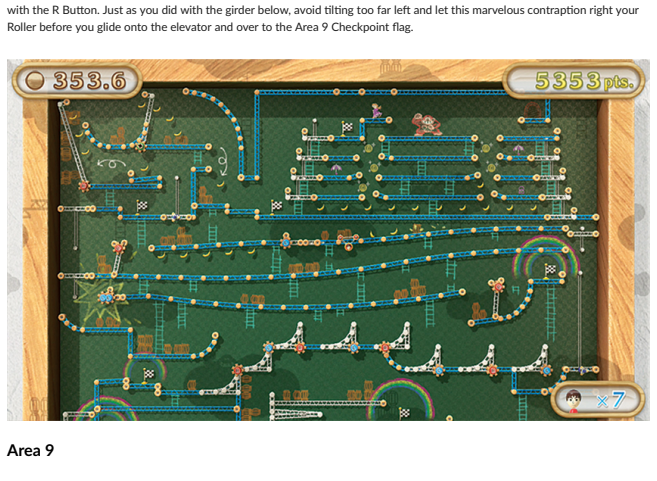


Taken fairly slowly, this small section of L and R Button-driven Moving Rails will slide your Roller right onto a Microphone-assisted elevator and up to Area 8. It's a short section, but remember not to rush into the next one. Nothing's worse than losing a life to the easiest section of this course.

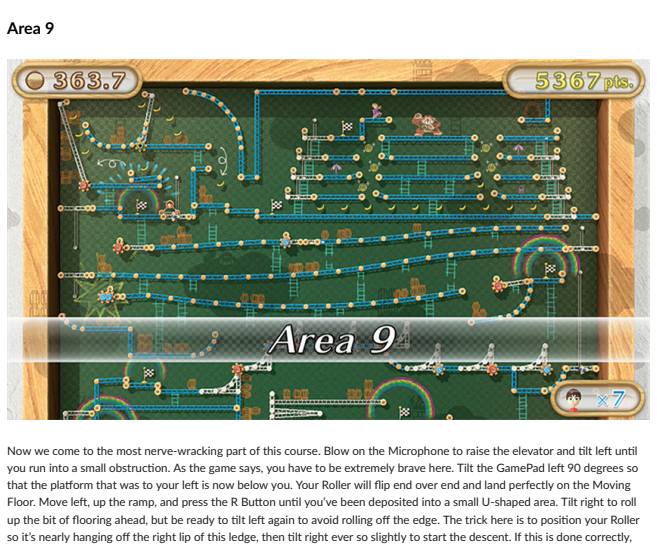
Area 8



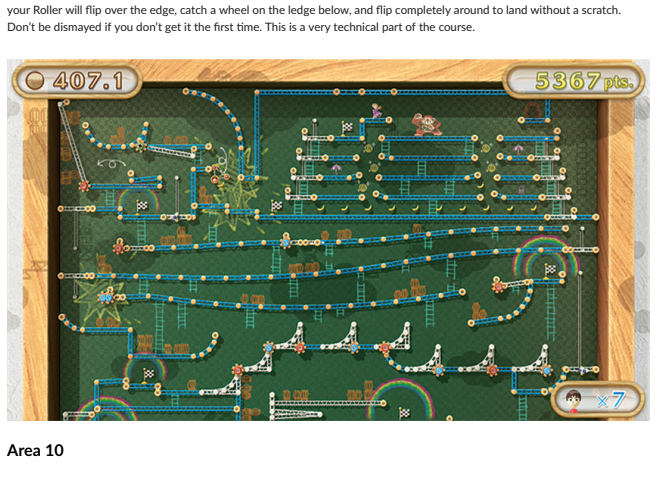
Get ready for a whole new perspective on this little gauntlet. Tilt left until you're stopped by a small barrier, then hold the R Button to rotate the flooring underneath your Roller until it's upside-down. The entirety of this Area is navigated while dangling by one of the Roller's wheels. Tilt to the left to slide along the girder until you reach another Rotating Rail. Try to avoid tilting too far left until the elevator nearby can fully drop, then slide onto it, release the L Button and rise up to a new girder to slide down. Head right until your Roller reaches an elevator, then press the R Button to raise the platform up. Another trip sliding along this girder takes you to yet another Rotating Rail (powered by the L Button), which leads to another Rail powered with the R Button. Just as you did with the girder below, avoid tilting too far left and let this marvelous contraption right your Roller before you glide onto the elevator and over to the Area 9 Checkpoint flag.



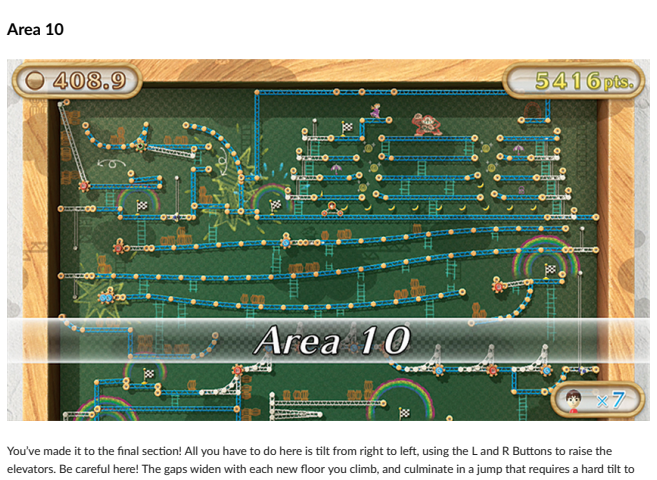
Area 9



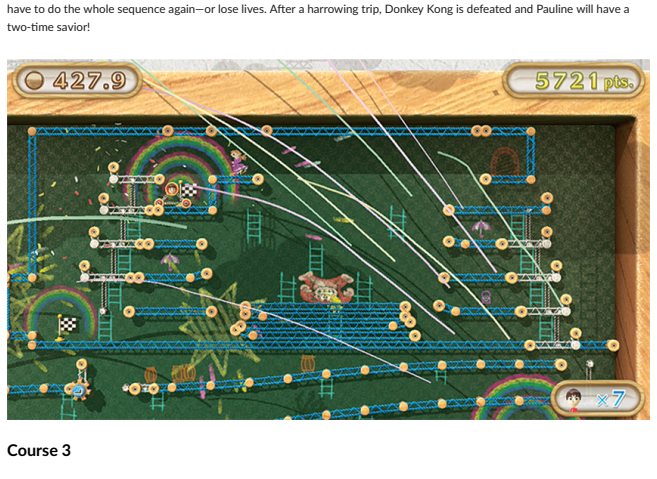
Now we come to the most nerve-wracking part of this course. Blow on the Microphone to raise the elevator and tilt left until you run into a small obstruction. As the game says, you have to be extremely brave here. Tilt the GamePad left 90 degrees so that the platform that was to your left is now below you. Your Roller will flip end over end and land perfectly on the Moving Floor. Move left, up the ramp, and press the R Button until you've been deposited into a small U-shaped area. Tilt right to roll up the bit of flooring ahead, but be ready to tilt left again to avoid rolling off the edge. The trick here is to position your Roller so it's nearly hanging off the right lip of this ledge, then tilt right ever so slightly to start the descent. If this is done correctly, your Roller will flip over the edge, catch a wheel on the ledge below, and flip completely around to land without a scratch. Don't be dismayed if you don't get it the first time. This is a very technical part of the course.



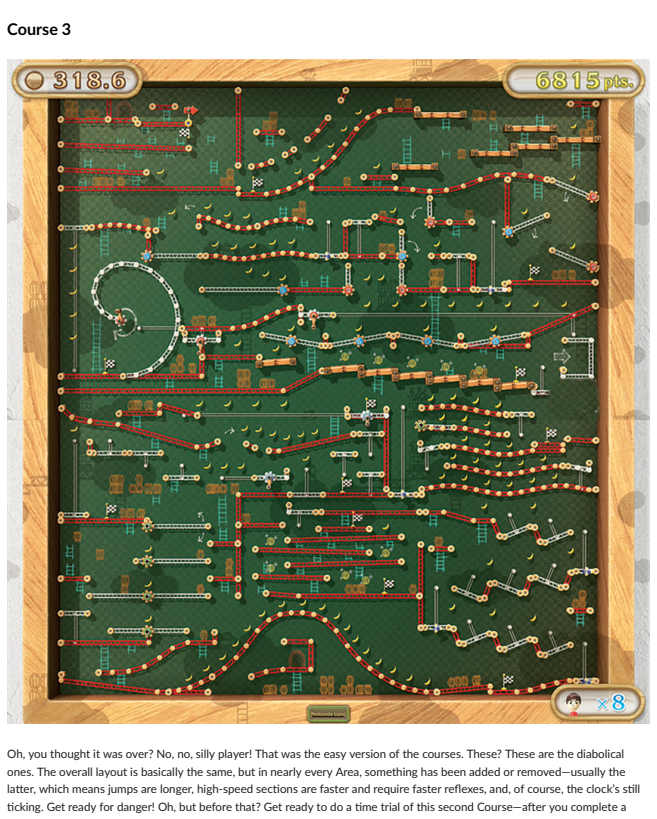
Area 10



You've made it to the final section! All you have to do here is tilt from right to left, using the L and R Buttons to raise the elevators. Be careful here! The gaps widen with each new floor you climb, and culminate in a jump that requires a hard tilt to the left to clear the gap, but necessitates a quick tilt back to the right to cancel momentum, lest you flip over the edge and have to do the whole sequence again—or lose lives. After a harrowing trip, Donkey Kong is defeated and Pauline will have a two-time savior!

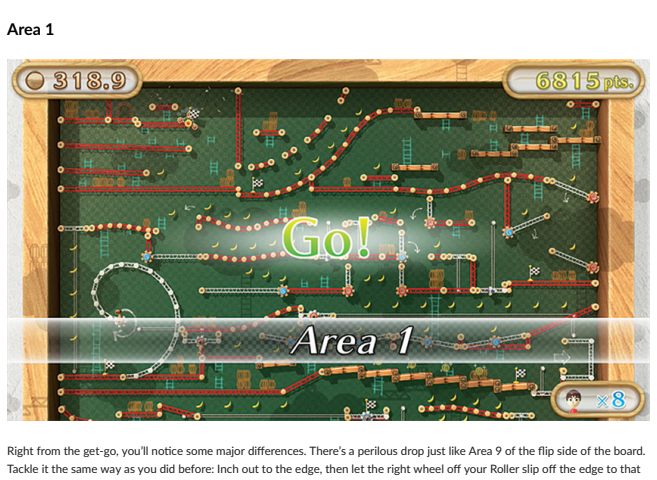


Course 3



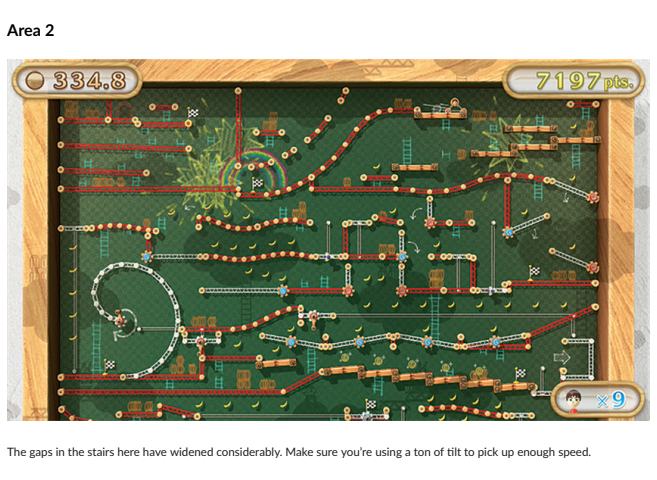
Oh, you thought it was over? No, no, silly player! That was the easy version of the courses. These? These are the diabolical ones. The overall layout is basically the same, but in nearly every Area, something has been added or removed—usually the latter, which means jumps are longer, high-speed sections are faster and require faster reflexes, and, of course, the clock's still ticking. Get ready for danger! Oh, but before that? Get ready to do a time trial of this second Course—after you complete a time trial of the first Course. Back to back. But hey, at least you know how to get through it all, right?

Area 1



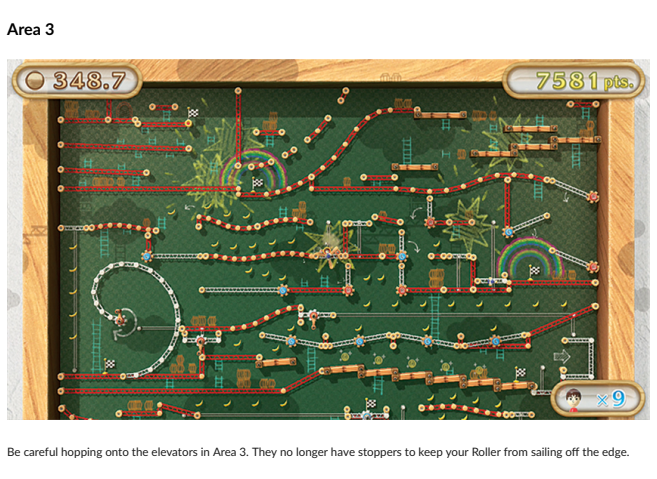
Right from the get-go, you'll notice some major differences. There's a perilous drop just like Area 9 of the flip side of the board. Tackle it the same way as you did before: Inch out to the edge, then let the right wheel off your Roller slip off the edge to that the wheel catches on the ledge below and flips your Roller around. Head to the Checkpoint flag to be done with this seriously trying first section.

Area 2



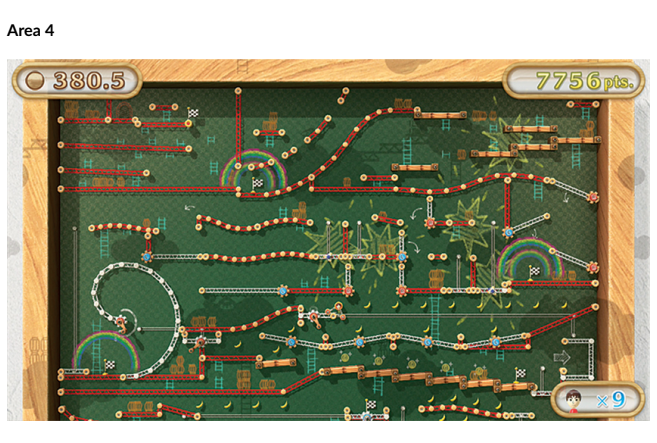
The gaps in the stairs here have widened considerably. Make sure you're using a ton of tilt to pick up enough speed.

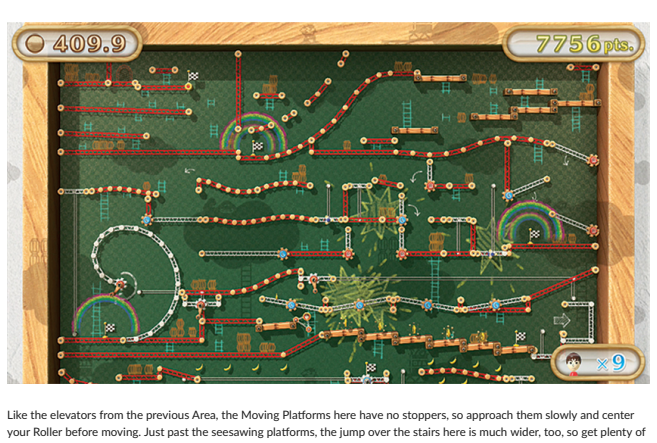
Area 3



Be careful hopping onto the elevators in Area 3. They no longer have stoppers to keep your Roller from sailing off the edge.

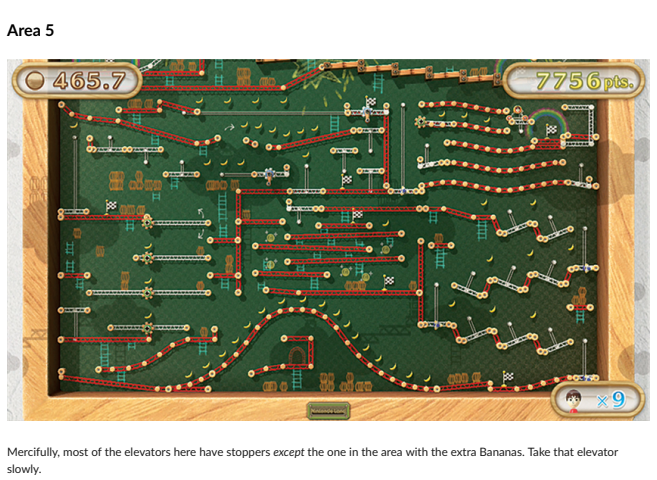
Area 4





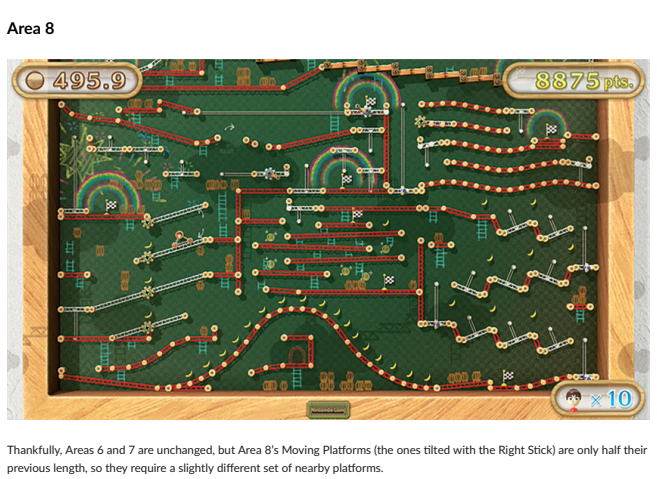
Like the elevators from the previous Area, the Moving Platforms here have no stoppers, so approach them slowly and center your Roller before moving. Just past the seesawing platforms, the jump over the stairs here is much wider, too, so get plenty of momentum.

Area 5



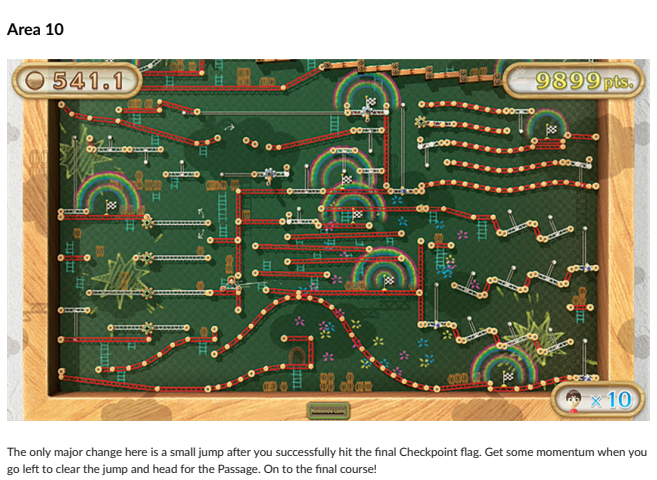
Mercifully, most of the elevators here have stoppers *except* the one in the area with the extra Bananas. Take that elevator slowly.

Area 8



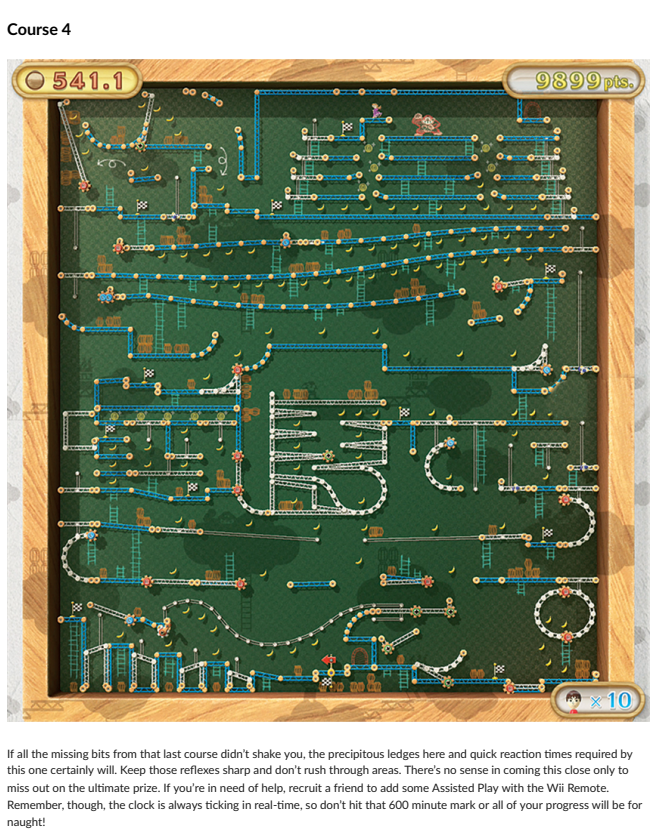
Thankfully, Areas 6 and 7 are unchanged, but Area 8's Moving Platforms (the ones tilted with the Right Stick) are only half their previous length, so they require a slightly different set of nearby platforms.

Area 10



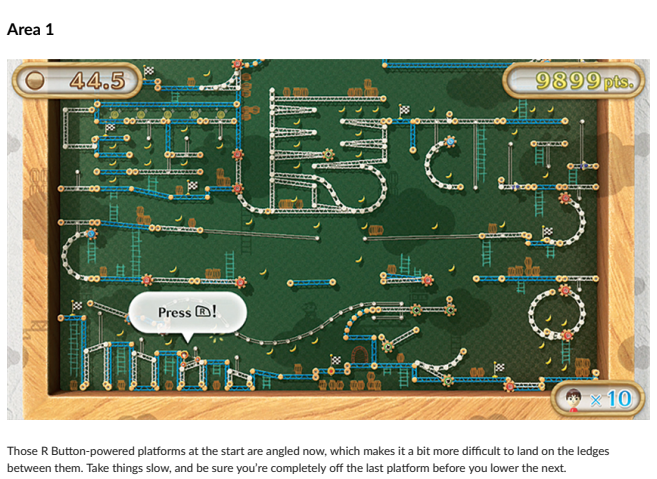
The only major change here is a small jump after you successfully hit the final Checkpoint flag. Get some momentum when you go left to clear the jump and head for the Passage. On to the final course!

Course 4



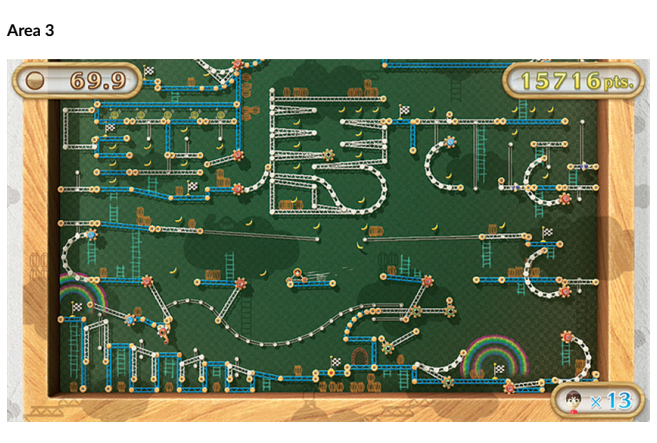
If all the missing bits from that last course didn't shake you, the precipitous ledges here and quick reaction times required by this one certainly will. Keep those reflexes sharp and don't rush through areas. There's no sense in coming this close only to miss out on the ultimate prize. If you're in need of help, recruit a friend to add some Assisted Play with the Wii Remote. Remember, though, the clock is always ticking in real-time, so don't hit that 600 minute mark or all of your progress will be for naught!

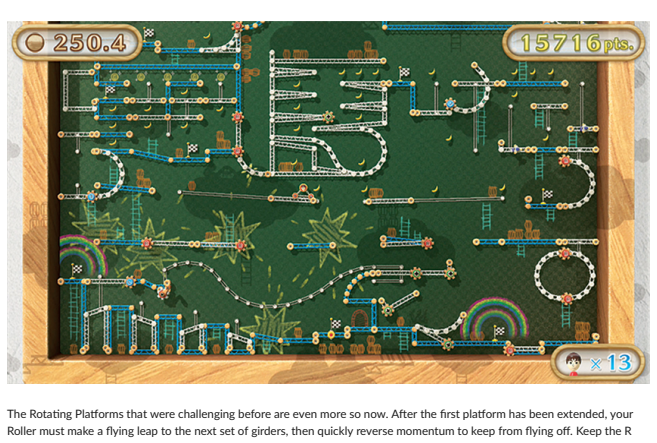
Area 1



Those R Button-powered platforms at the start are angled now, which makes it a bit more difficult to land on the ledges between them. Take things slow, and be sure you're completely off the last platform before you lower the next.

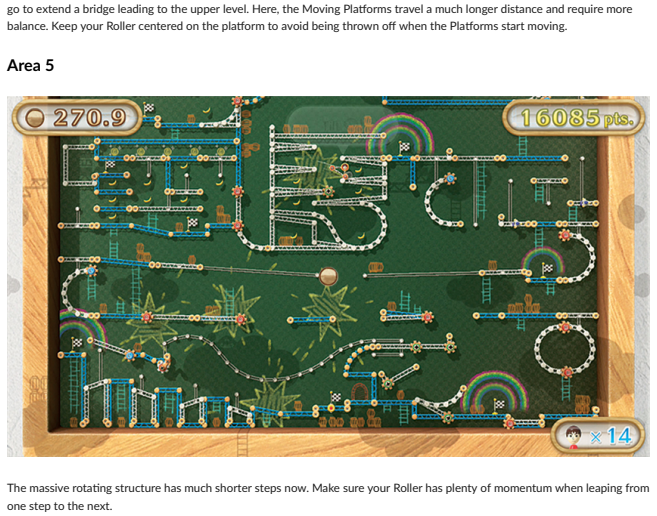
Area 3





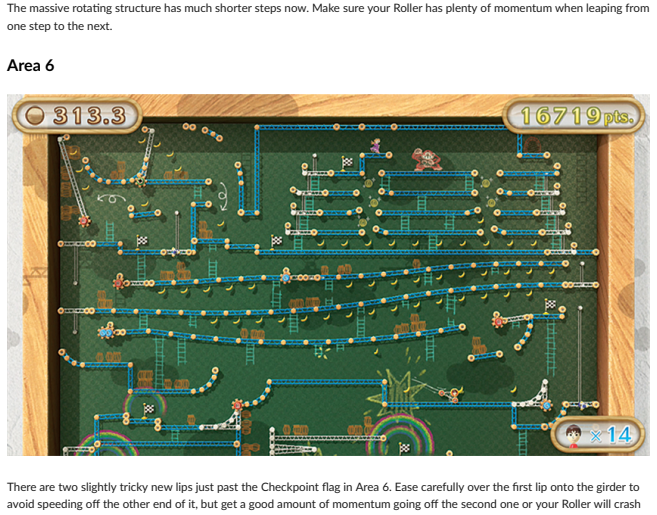
The Rotating Platforms that were challenging before are even more so now. After the first platform has been extended, your Roller must make a flying leap to the next set of girders, then quickly reverse momentum to keep from flying off. Keep the R Button held down to give yourself some extra stopping room, but absolutely do not let go until your Roller is on the blue girders. Releasing the R Button too early will cause the Roller to plunge to its death. When the Roller is safely on the girders, let go to extend a bridge leading to the upper level. Here, the Moving Platforms travel a much longer distance and require more balance. Keep your Roller centered on the platform to avoid being thrown off when the Platforms start moving.

Area 5



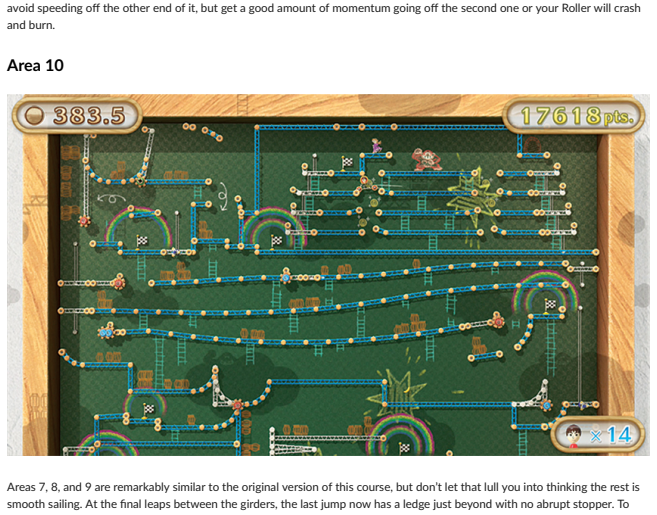
The massive rotating structure has much shorter steps now. Make sure your Roller has plenty of momentum when leaping from one step to the next.

Area 6

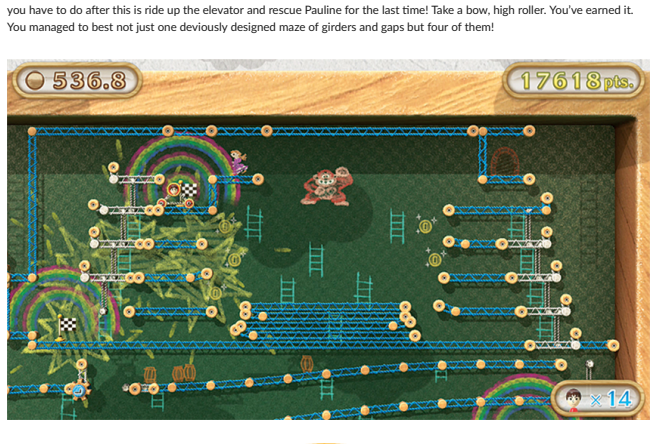


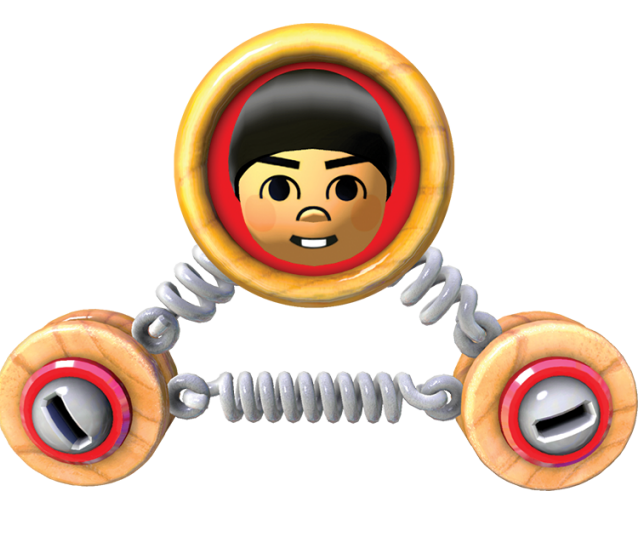
There are two slightly tricky new lips just past the Checkpoint flag in Area 6. Ease carefully over the first lip onto the girder to avoid speeding off the other end of it, but get a good amount of momentum going off the second one or your Roller will crash and burn.

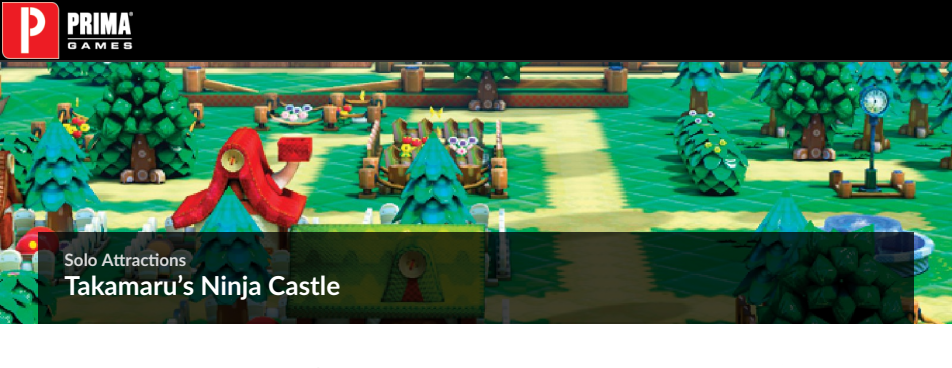
Area 10



Areas 7, 8, and 9 are remarkably similar to the original version of this course, but don't let that lull you into thinking the rest is smooth sailing. At the final leaps between the girders, the last jump now has a ledge just beyond with no abrupt stopper. To make the jump, tilt hard to the left, then immediately to the right, and then center the GamePad to stop any further sliding. All you have to do after this is ride up the elevator and rescue Pauline for the last time! Take a bow, high roller. You've earned it. You managed to best not just one deviously designed maze of girders and gaps but four of them!

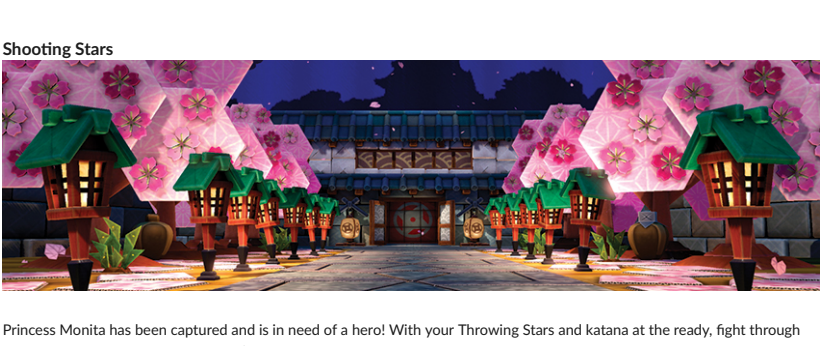






TAKAMARU'S Ninja Castle
Throwing-Star Showdown

Shooting Stars



Princess Monita has been captured and is in need of a hero! With your Throwing Stars and katana at the ready, fight through four Scenes of ninjas to reach Monita's captor, a mechanical statue named Murasame. Be prepared to take on five types of foes, all with unique features, in the name of—well, it certainly isn't love—let's say, curiosity as to who is really behind all of this!

You have three hearts in which to complete your rescue mission, with hearts hidden in pots and awarded by defeated enemies. Keep in mind that these acquired hearts only replenish lost ones! You can also hold up to 50 Throwing Stars at a time, although this changes to 30 during the extra Scenes. As you progress deeper into the castle, the danger increases, as do the number and variety of ninjas. Be prepared to defend against Throwing Stars, katanas, and clay bombs, while learning your own special techniques to become all the more powerful!

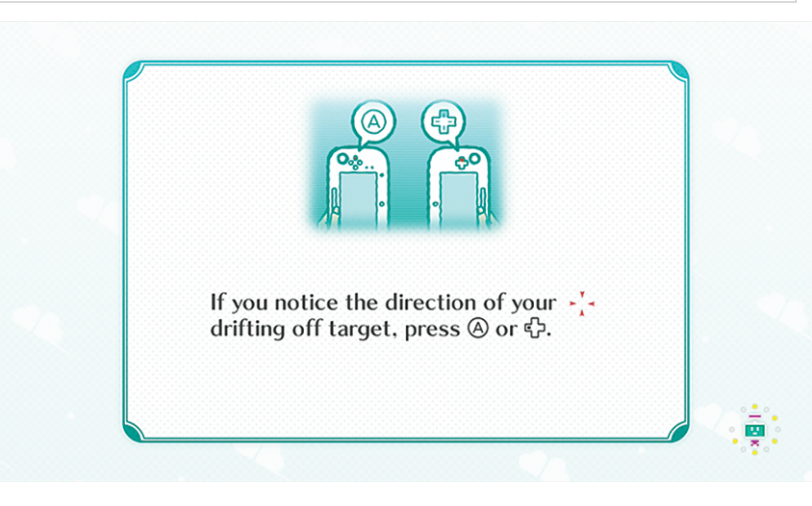
Origin Story: Nazo no Murasame Jo

Takamaru isn't just any samurai. He's from Nintendo's 1986 release for the Family Computer Disk System *Nazo no Murasame Jo* . This top down adventure saw Takamaru wielding his Throwing Stars and katana (sword) in order to fight off an evil threatening to cover the land. The source of this evil was none other than a malicious creature that controlled the stone statue of Murasame. In *Takamaru's Ninja Castle* , your Mii is armed with those familiar Throwing Stars and katana, and now it's your Mii character's job to fight through the ninjas and defeat Murasame!

Controls

Gamepad Controls

Aim	Move GamePad
Throw Throwing Star	Slide finger vertically on the touch screen.
Perform Clay Bomb (once earned)	Draw a circle with your finger on the touch screen.
Perform Falcon Eye (once earned)	Draw a straight, horizontal line with your finger on the touch screen.
Perform Triple Star (once earned)	Draw a "V" with your finger on the touch screen.
Reload	Tilt GamePad upright.
Center Reticle	Press the A Button or Left (seen as Up as you hold the GamePad sideways) on the +Control Pad.

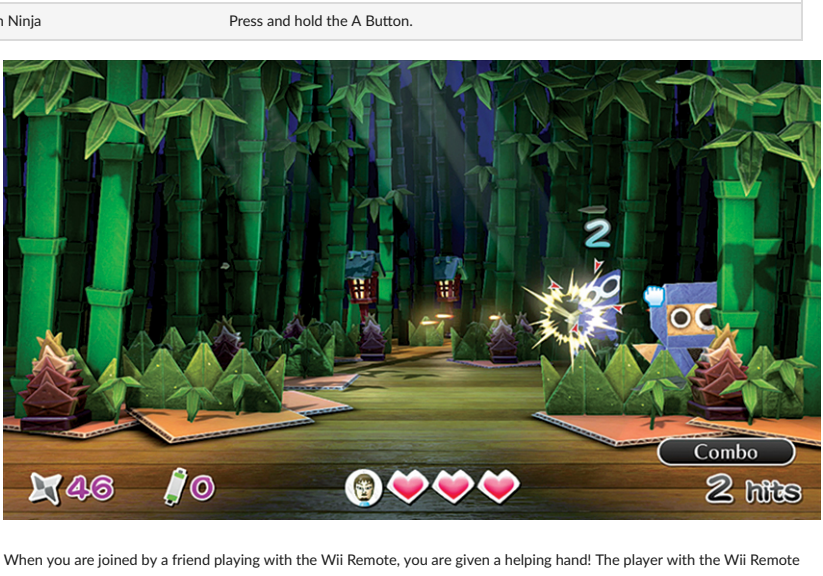

If you notice the direction of your drifting off target, press Ⓐ or ✚.

When playing *Takamaru's Ninja Castle* , the GamePad is held vertically, with either the A Button or Left on the +Control Pad facing toward the TV. It stays in this position for the entirety of the Attraction, so ensure that the hand that is supporting the GamePad is nice and comfortable. With the GamePad secure in one hand, have your other at the ready to slide up the touch screen and attack with Throwing Stars for long-range enemies, or your katana for close-range enemies. When you learn special techniques via scrolls, you'll be able to perform different motions with your finger and unleash even more powerful attacks.

The faster you move your finger up the touch screen, the greater the speed and power of your attack. However, accuracy is key for a high score. Move the GamePad to adjust your aim and tilt it to point off-screen to reload your Throwing Star supply.

Wii Remote Assisted Play

Aim	Move the Wii Remote.
Stun Ninja	Press and hold the A Button.



When you are joined by a friend playing with the Wii Remote, you are given a helping hand! The player with the Wii Remote can aim the hand reticle around the screen, grabbing enemies and shocking them in place until they are released. This gives the player with the GamePad more time to take aim and destroy the foe!

The Land Tainted by Evil

Your Mii journeys through four areas. Each Scene has ninjas lurking in the shadows, just out of sight until it's their turn to strike. You must be quick-fingered and accurate to survive the trials and save the fair Princess Monita. To ensure your GamePad accuracy, you are required to strike the drum between each Scene.

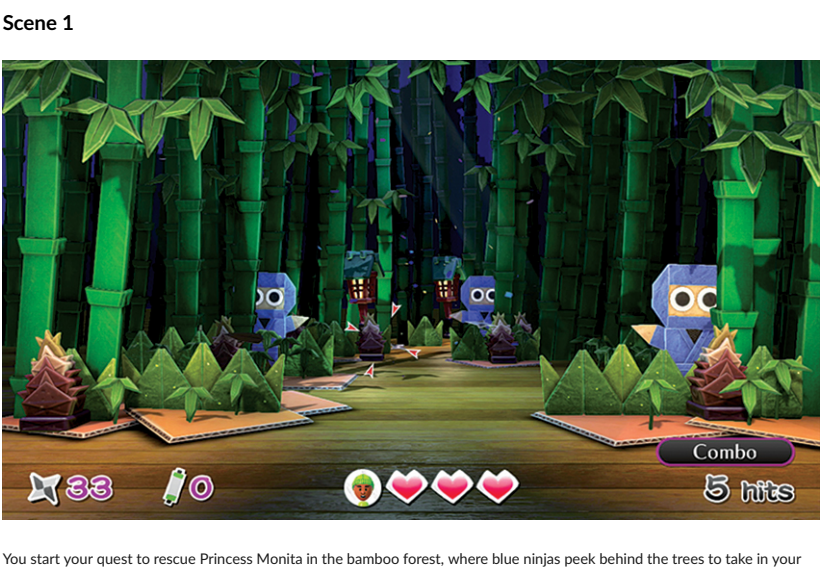
Three Strikes

The drum that appears before every Scene serves a very important purpose: It keeps your aim straight and true. Calibrating in this method is very simple, just shoot three Throwing Stars toward the lines on the drum and you're set to start adventuring. If your aim ever starts to go astray during a Scene, remember that you can press the A Button or Left on the +Control Pad (depending on which way the GamePad is held) to quickly readjust.

Stamps

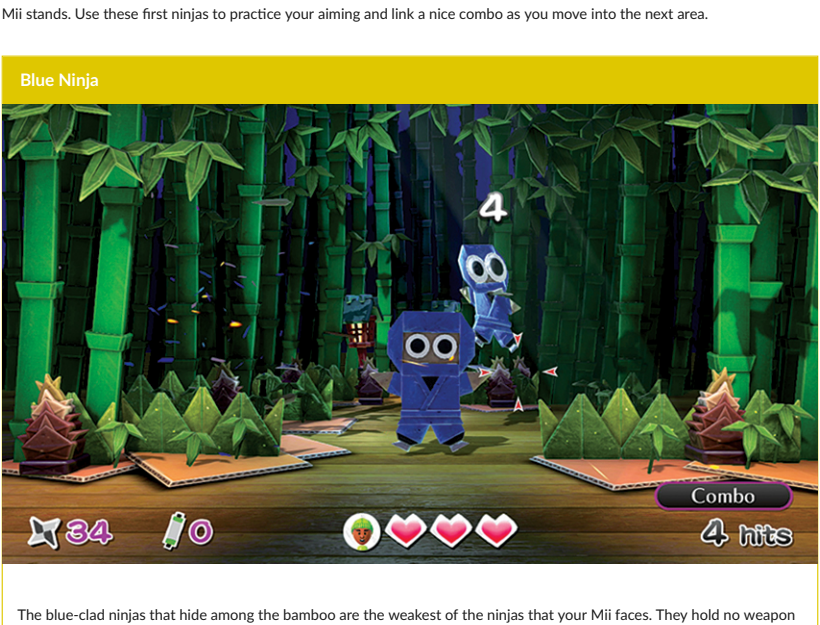
Icon	Name	Conditions
	10-Hit Combo	Perform a 10-hit combo.
	10-Star Defense	Deflect 10 Throwing Stars.
	First 100 Down	100 up, 100 down
	Princess Rescue	Rescue Princess Monita.
	Unstoppable	Flawless victory (All enemies must be defeated in the Extra Stages and your Mii cannot take any damage).

Scene 1

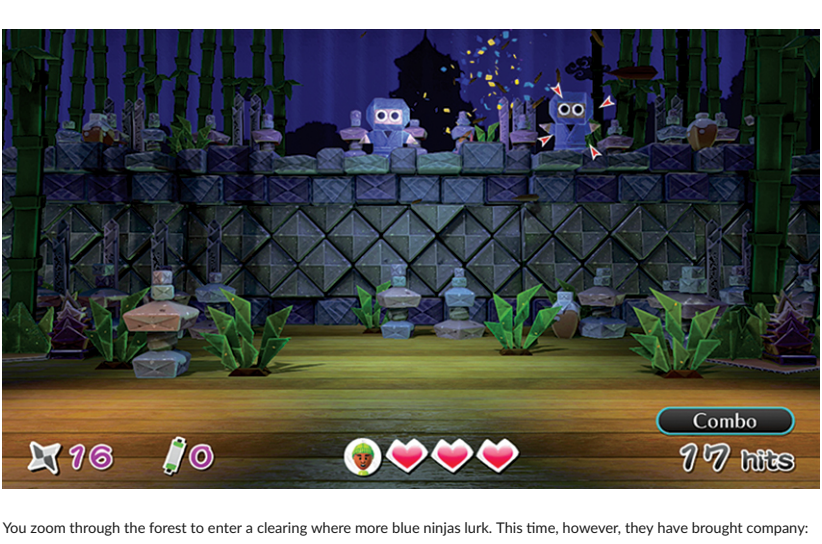


You start your quest to rescue Princess Monita in the bamboo forest, where blue ninjas peek behind the trees to take in your presence. These blue ninjas are harmless and for the most part remain still, although some shuffle across the path where your Mii stands. Use these first ninjas to practice your aiming and link a nice combo as you move into the next area.

Blue Ninja



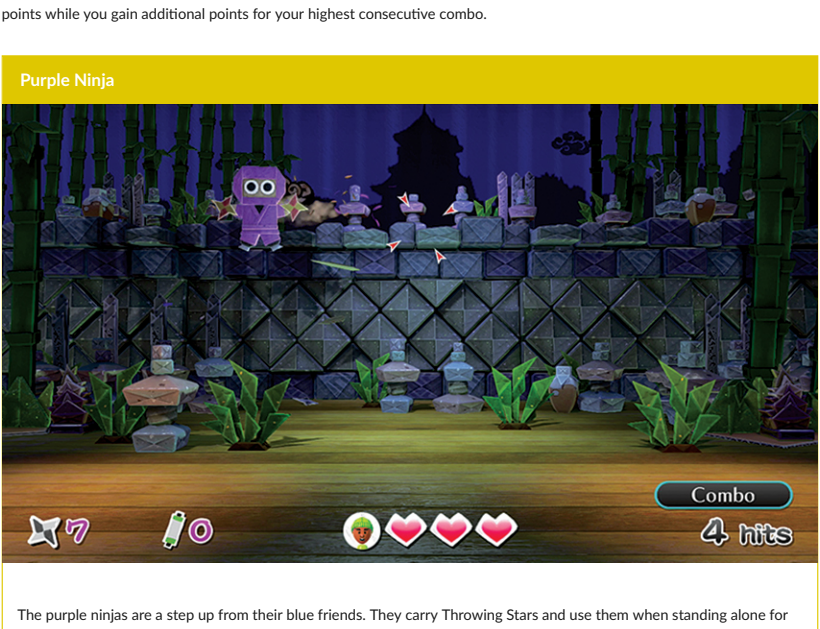
The blue-clad ninjas that hide among the bamboo are the weakest of the ninjas that your Mii faces. They hold no weapon and therefore pose no threat to those precious hearts at the bottom of the screen. However, they can greatly effect that number on the bottom right: the number of consecutive hits. Blue ninjas are easy pickings! Make the most of their weakness whenever you see them and use them to boost your consecutive combo. Keep in mind that if you miss a ninja or destructable target, or if you take damage, your consecutive hits resets to zero.



You zoom through the forest to enter a clearing where more blue ninjas lurk. This time, however, they have brought company: purple ninjas. Purple ninjas offer a bit more of a challenge, but are still on the lower end of the enemy totem pole. Be mindful of both the upper and lower level of the clearing. Enemies appear from both areas.

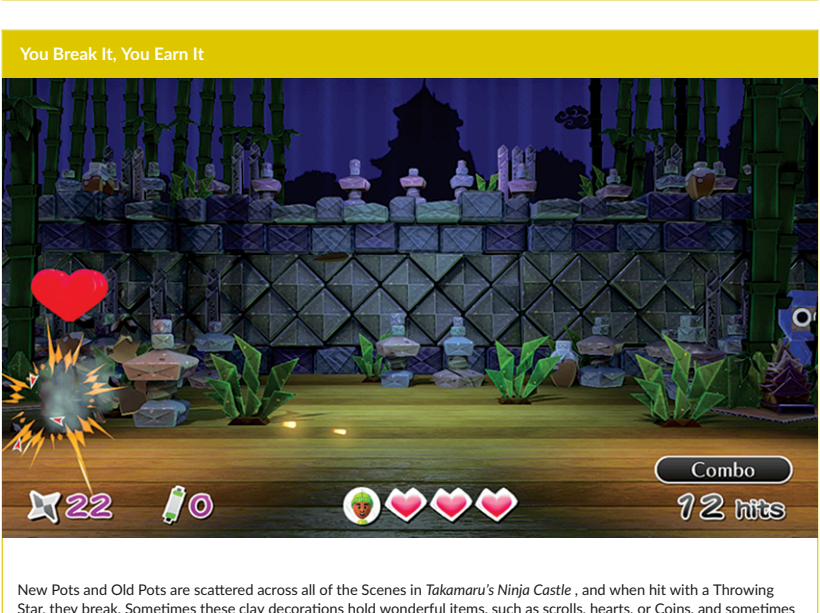
At the end of Scene 1, you are shown just how many ninjas you spared, as well as your score details. This is where you can see just how important those combos are! Whenever you finish a Scene, you are shown that each enemy defeated is worth 10 points while you gain additional points for your highest consecutive combo.

Purple Ninja



The purple ninjas are a step up from their blue friends. They carry Throwing Stars and use them when standing alone for too long. They can be defeated with one strong hit, but tend to move more than the blue ninjas.

You Break It, You Earn It

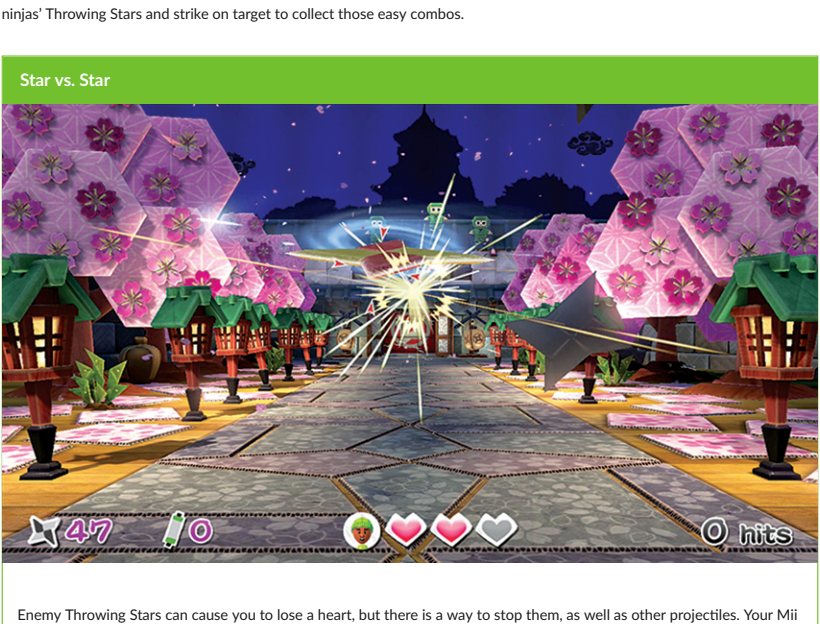


New Pots and Old Pots are scattered across all of the Scenes in *Takamaru's Ninja Castle* , and when hit with a Throwing Star, they break. Sometimes these clay decorations hold wonderful items, such as scrolls, hearts, or Coins, and sometimes they hold nothing at all. Just be cautious, though, as they also are known to be shadowy places where ninjas like to hide. Breaking pots has no effect on your combo, which means you don't have to worry about interrupting a good combo chain if you stop to break some pottery.

Scene 2

Fluttering cherry blossoms fall as your Mii approaches the castle. Both purple and blue ninjas dart into the path before retreating into the castle, and they sometimes hang just at the edge of the walkway to spy and attack. Watch out for the purple ninjas' Throwing Stars and strike on target to collect those easy combos.

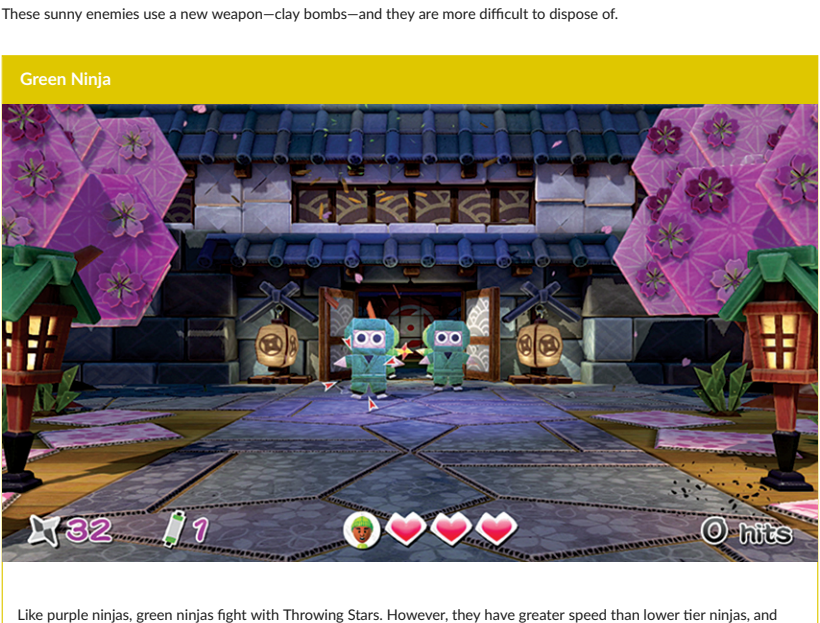
Star vs. Star



Enemy Throwing Stars can cause you to lose a heart, but there is a way to stop them, as well as other projectiles. Your Mii may not have a shield, but you do have Throwing Stars and a katana of your own. Throw one out to deflect the enemy Throwing Star, and your Mii goes unscathed. When you successfully block an enemy Throwing Star on the first attempt, your combo also stays intact.

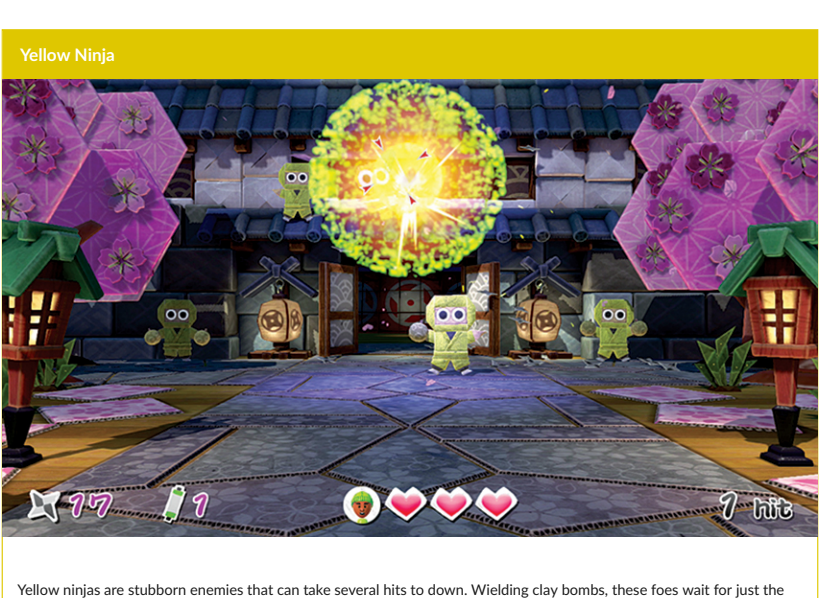
Jumping onto the roof of the entrance is yet another new enemy! Green ninjas are the mid-level foes, quick to attack and quick to retreat. You have to be on your toes when these foes are around. Take careful, but swift aim and remove them from sight! After clearing out any stragglers, your Mii rushes the entrance, encountering a large number of ninjas, including yellow ones. These sunny enemies use a new weapon—clay bombs—and they are more difficult to dispose of.

Green Ninja



Like purple ninjas, green ninjas fight with Throwing Stars. However, they have greater speed than lower tier ninjas, and throw their weapon with little delay. Green ninjas are also known for their fight-and-then-flight approach, disappearing quickly from the battlefield.

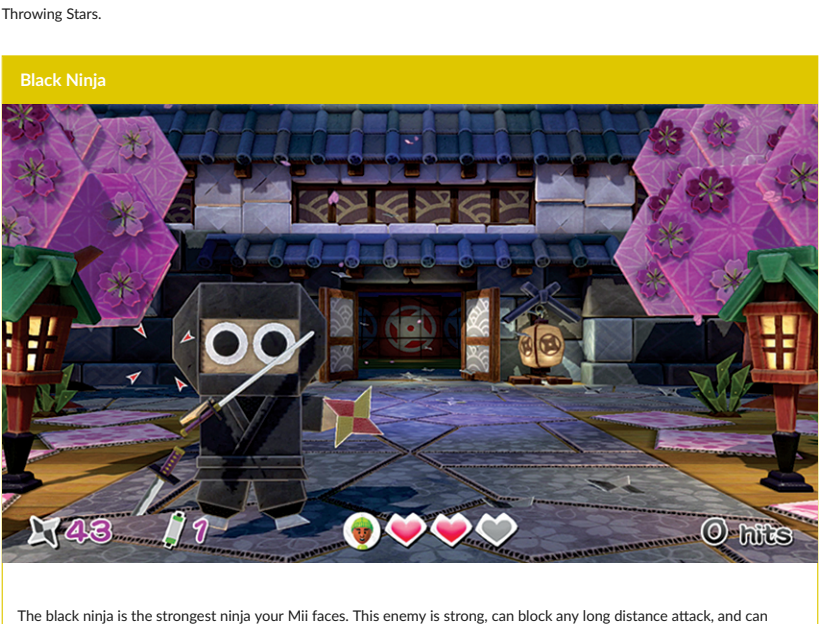
Yellow Ninja



Yellow ninjas are stubborn enemies that can take several hits to down. Wielding clay bombs, these foes wait for just the right moment to toss their explosives. With patience, you can wait for just the right moment to attack. Throw your Throwing Stars as the yellow ninjas' clay bombs start heading toward your Mii to cause them to blow up in your enemies' faces, destroying them with a bang! This method can remove several ninjas at once.

The final enemy of Scene 2 makes a grand solo entrance: the black ninja. This foe is particularly powerful, wielding the very same weapons as your Mii. The black ninja strikes from a distance with Throwing Stars and gets in close to slice with a katana. You must wait for the right moment to land a hit. If you attack while the black ninja is at a distance, all of your Mii character's Throwing Stars are deflected. The only way to defeat this shadowy figure is to wait for the ninja to charge, and when the ninja's katana is raised, there is an opportunity for you to strike! Repeat this attack five times to down the enemy with just your katana and finish Scene 2. To defeat the enemy in only three rounds of attacks, make sure to follow up your katana strikes with Throwing Stars.

Black Ninja

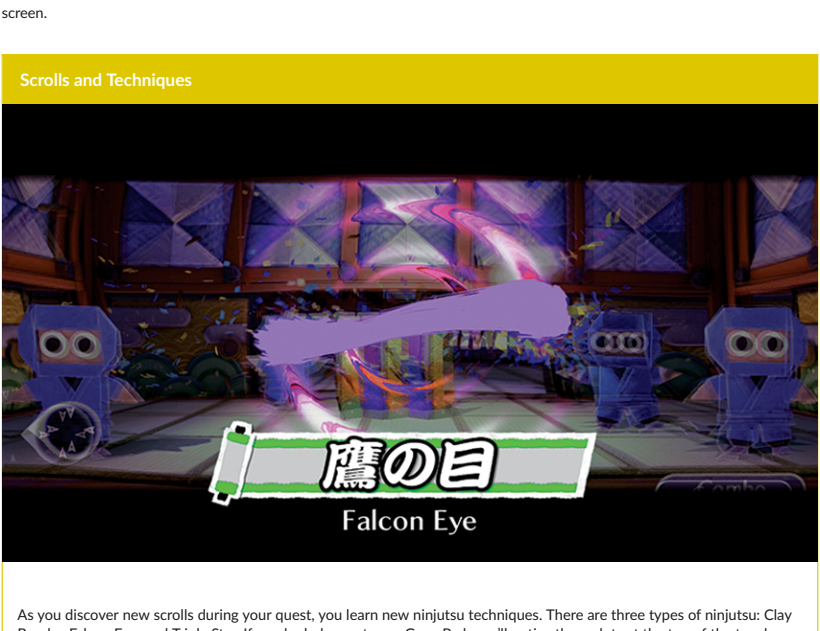


The black ninja is the strongest ninja your Mii faces. This enemy is strong, can block any long distance attack, and can launch its own attack from any location. It can only be damaged from close range and requires five successful katana hits or three rounds of katana hits followed by Throwing Stars before it is downed. Be prepared to deflect its Throwing Stars with your own or with your katana, and to slice the ninja with your katana before it can land a strike on you.

← Scrolls contain one last hidden power.

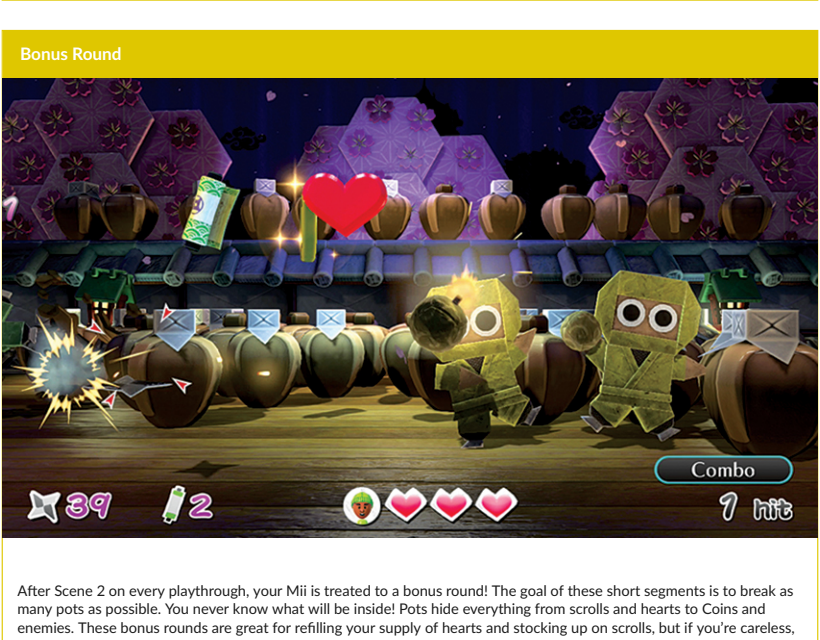
Before moving into the castle and beginning Scene 3, Princess Monita has a few words regarding scrolls. Scroll techniques allow you to learn special ninjutsu abilities. The first scroll teaches you the Clay Bomb technique, and as you continue your quest to rescue the princess, you learn even more ninjutsu. There are also scrolls found about the Scenes. These wrapped pieces of parchment, found inside pots and left behind by fallen ninjas, allow you to perform unlocked ninjutsu techniques. Scrolls are required to unleash your techniques. The total amount of scrolls in your possession is listed on the bottom of the screen.

Scrolls and Techniques



As you discover new scrolls during your quest, you learn new ninjutsu techniques. There are three types of ninjutsu: Clay Bombs, Falcon Eye, and Triple Star. If you look down at your GamePad, you'll notice three slots at the top of the touch screen. As you learn the way of the ninja and unlock techniques, their names fill in the slots. Each technique has a specific finger command and can be performed only if you have at least one scroll stored. Clay Bombs is activated by drawing a circle on the touch screen and it allows you to throw explosives at your enemies. Falcon Eye slows down time and is activated by drawing a horizontal line on the touch screen. Triple Star is the final technique you learn and it allows you to throw three Throwing Stars at once with increased throwing speed. This technique is activated by drawing a "V" on the touch screen. Ninjutsu techniques last for only five seconds, so use them wisely!

Bonus Round



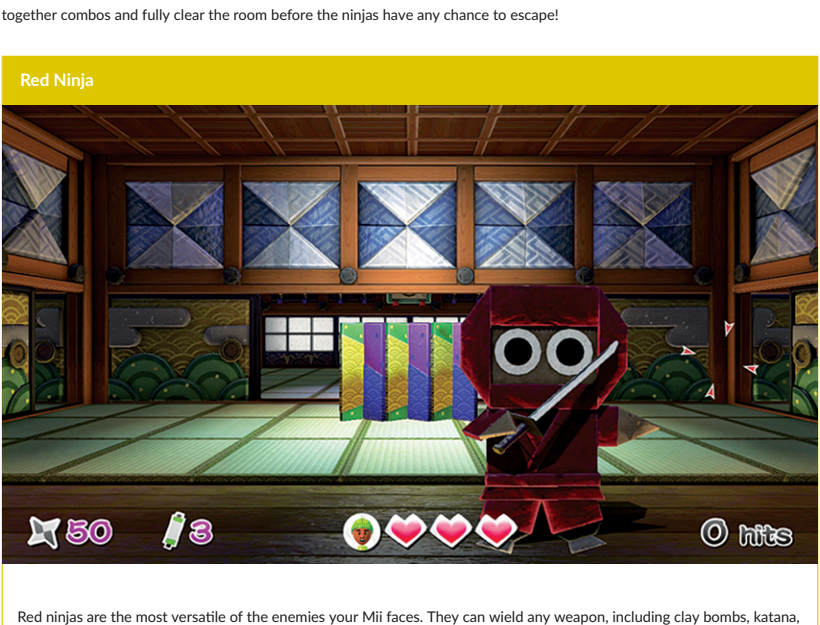
After Scene 2 on every playthrough, your Mii is treated to a bonus round! The goal of these short segments is to break as many pots as possible. You never know what will be inside! Pots hide everything from scrolls and hearts to Coins and enemies. These bonus rounds are great for refilling your supply of hearts and stocking up on scrolls, but if you're careless, enemies could take advantage and strike.

Scene 3

After enjoying the bonus round, your Mii enters the castle to begin Scene 3.

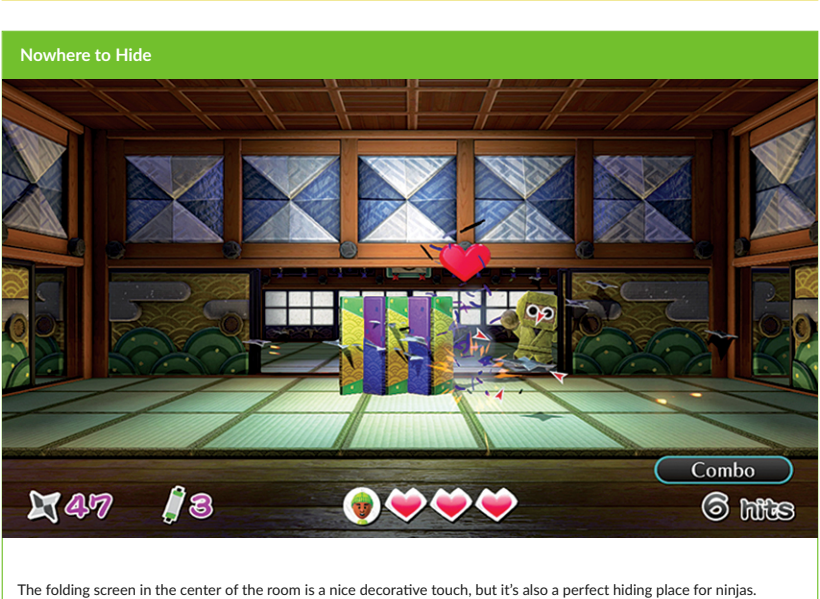
Right from the start, your Mii is attacked! A new type of ninja—a red ninja—springs forward, katana in hand. Strike the ninja down with your katana before it can land a blow and follow up your move with Throwing Stars to down the enemy. Once the first ninja has fallen, a steady stream of purple, green, blue, and yellow ninjas, plus one additional red ninja, enter the room from all sides. If it's available, use the Falcon Eye technique to slow everyone down and give yourself a little more time to link together combos and fully clear the room before the ninjas have any chance to escape!

Red Ninja

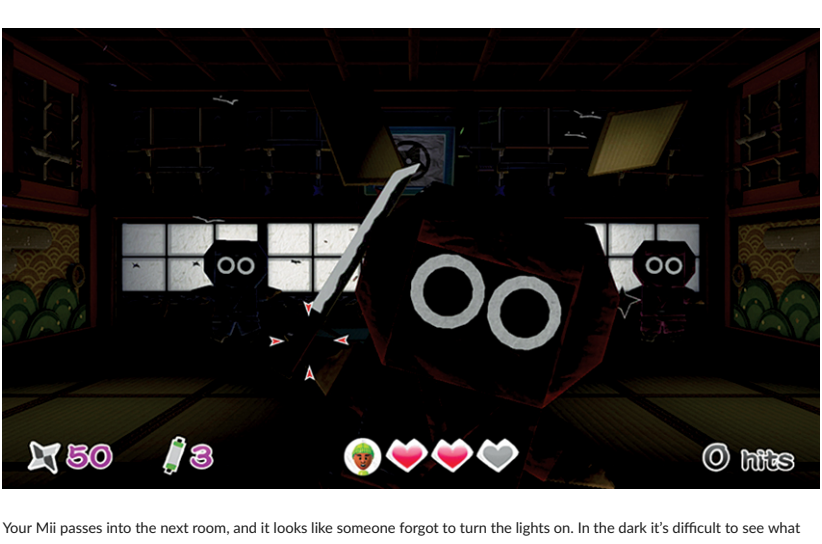


Red ninjas are the most versatile of the enemies your Mii faces. They can wield any weapon, including clay bombs, katana, and Throwing Stars, and at times, attack with more than one weapon. They might not be as resilient as the black ninja, but they do take more than a single hit to destroy. Follow up any single attack on a red ninja with a few more in quick succession to ensure that you've defeated them.

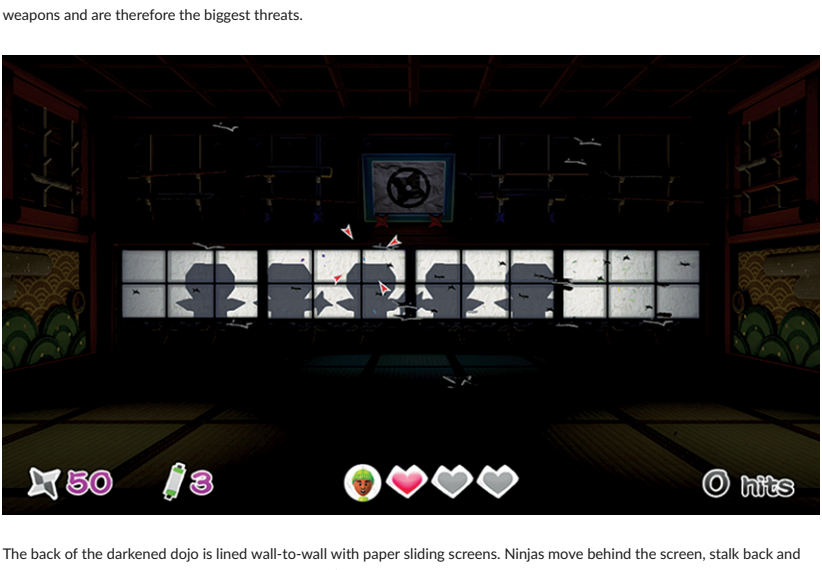
Nowhere to Hide



The folding screen in the center of the room is a nice decorative touch, but it's also a perfect hiding place for ninjas. Destroy the cover to keep your enemies out in the open longer. However, the folding screen is hiding more than just ninjas—some of the panels are also hiding a heart, scroll, or Coin! Break each panel of the screen to reveal its goodies.

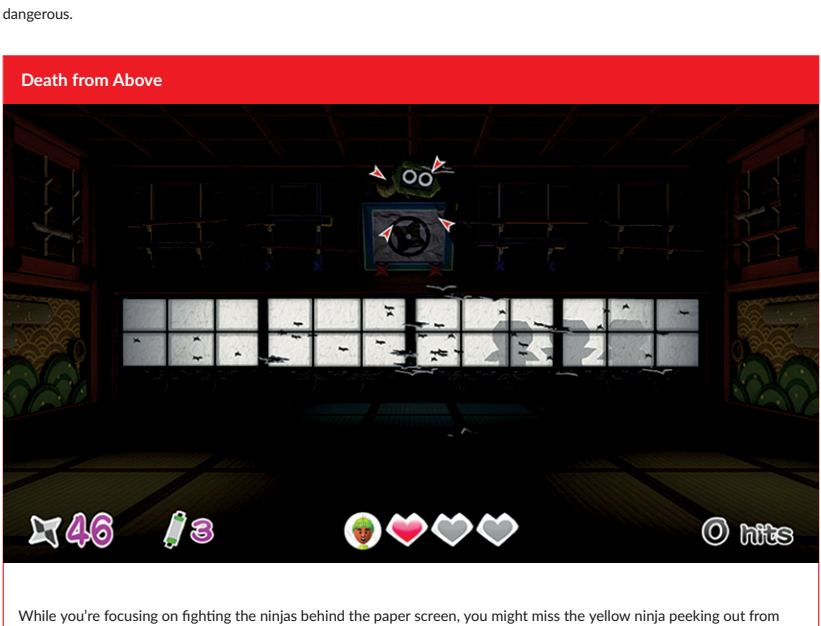


Your Mii passes into the next room, and it looks like someone forgot to turn the lights on. In the dark it's difficult to see what type of ninjas you are up against. As foes enter, try to spot which weapon they are holding. Throwing Stars signal that the ninja is either purple or green, katana are the signature weapon of red ninjas, and clay bombs mean you're up against yellow ninjas. As the ninjas stack on top of each other, consider using the Clay Bombs technique to eliminate an entire cluster of foes at once. If you don't have the Clay Bombs technique, then focus on the ninjas at the top of the stacks. They are the ones with weapons and are therefore the biggest threats.

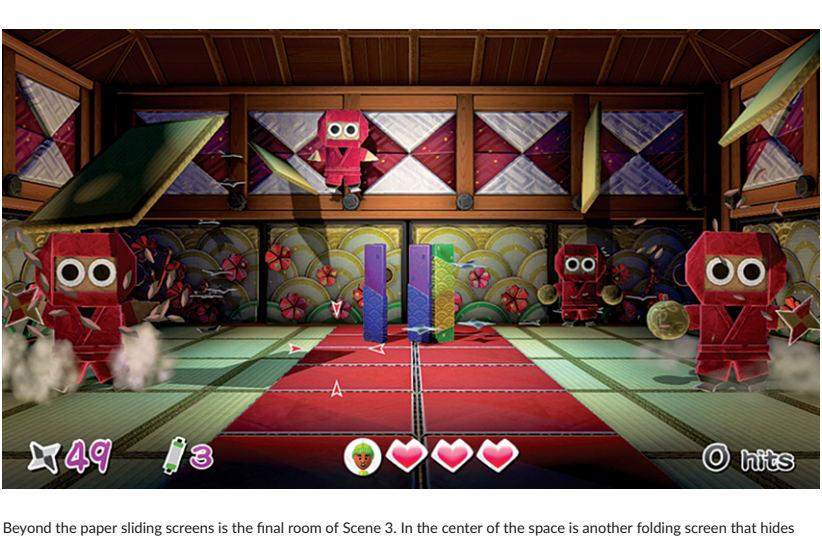


The back of the darkened dojo is lined wall-to-wall with paper sliding screens. Ninjas move behind the screen, stalk back and forth, and attack from behind the sheets of paper. It's impossible to tell what type of ninjas your Mii is facing, but the shadows of their weapons can give clues. Strive to eliminate all foes, but when in doubt, focus on the ninjas that are actually armed and dangerous.

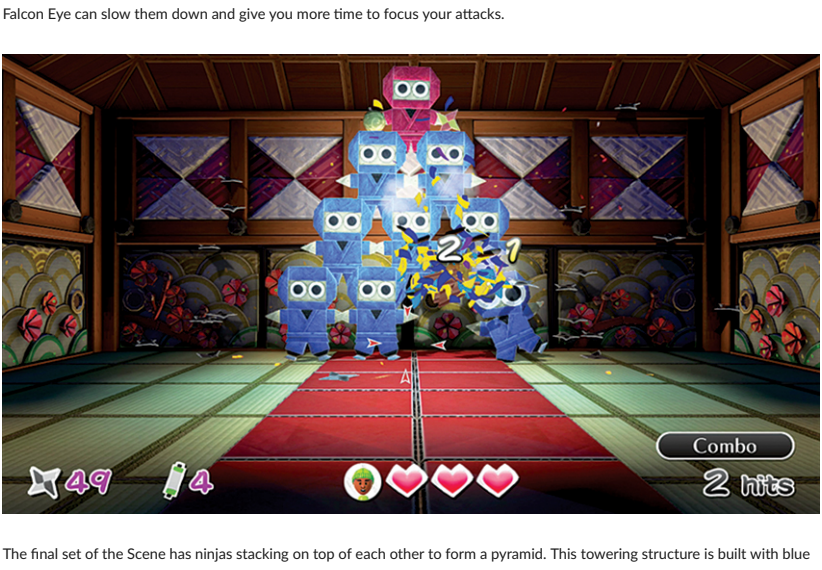
Death from Above



While you're focusing on fighting the ninjas behind the paper screen, you might miss the yellow ninja peeking out from the framed Throwing Star print above the panels. In the upper center of the screen is a single foe that has a clay bomb with your name on it! The yellow ninja animates just before it throws the bomb, making it easier to spot it. Target the explosive as soon as you see it to destroy the danger and the partially hidden foe!



Beyond the paper sliding screens is the final room of Scene 3. In the center of the space is another folding screen that hides red, yellow, and green ninjas. Work on destroying the screen, along with the ninjas, to remove their cover and gain scrolls, Coins, or hearts. A wave of red ninjas then occupies the room, wielding clay bombs, Throwing Stars, and katana. With so many powerful enemies gathering at once, this is a great time to use one of your stored scrolls. Red ninjas attack quickly, so the Falcon Eye can slow them down and give you more time to focus your attacks.

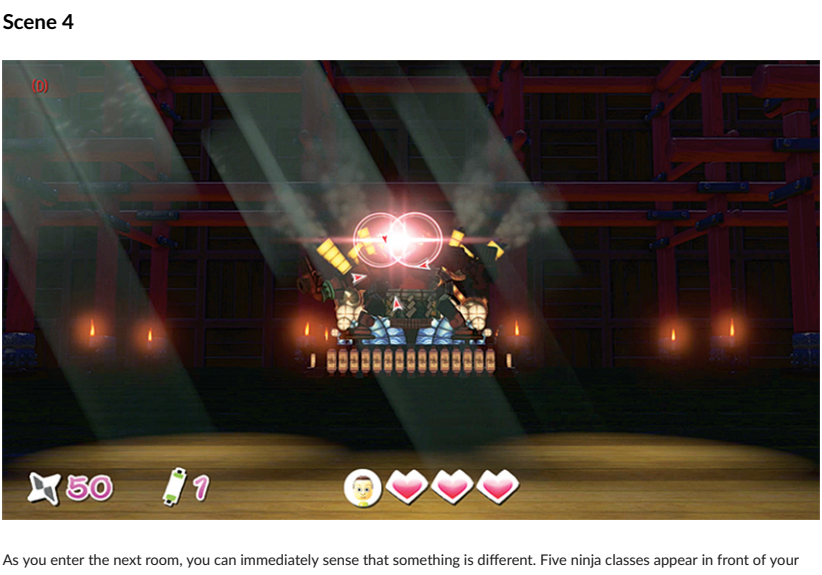


The final set of the Scene has ninjas stacking on top of each other to form a pyramid. This towering structure is built with blue ninjas, with only a single red ninja at the top. Eliminate the crowning ninja first, as it is the only one that has weapons, and then terminate the blue ninjas as you move down.

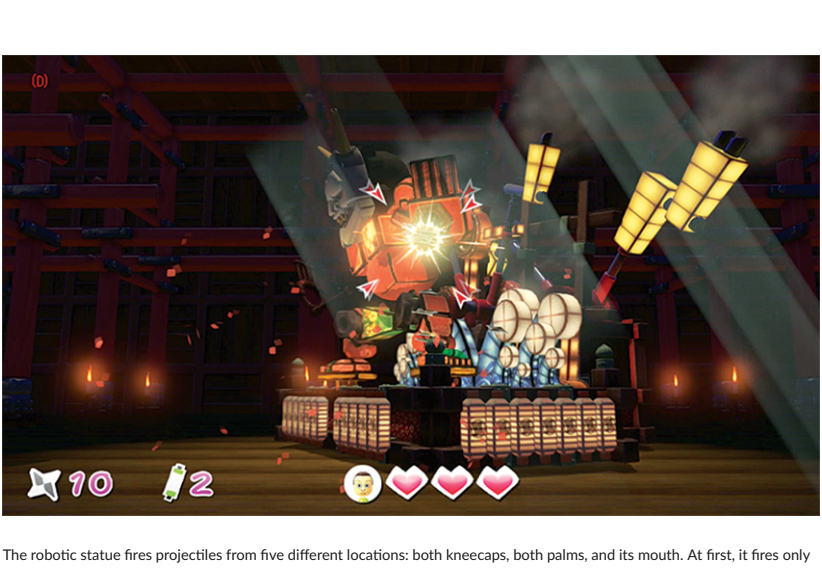
Save it for Later

Scene 4 is the final one of the standard playthrough. The boss that your Mii must face there is formidable! You'll want to store up as many scrolls as possible for this upcoming fight.

Scene 4

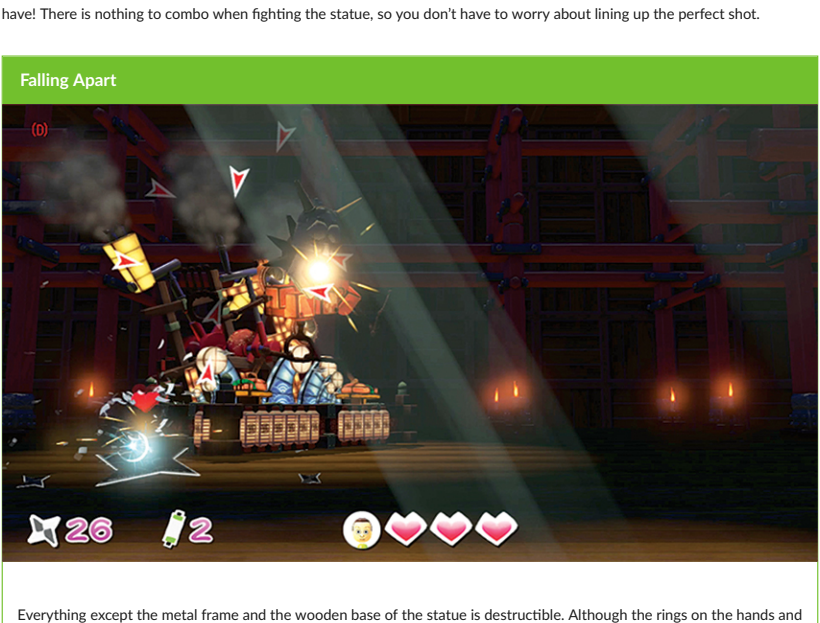


As you enter the next room, you can immediately sense that something is different. Five ninja classes appear in front of your Mii: blue, green, purple, yellow, and red. Your Mii is momentarily paralyzed, helpless as they take up position behind the giant mechanical beast known as Murasame. This is the final boss of the standard game of *Takamaru's Ninja Castle* and it will take all of the techniques you have learned thus far, in addition to a smart balance of standard offense and defense, to be victorious.

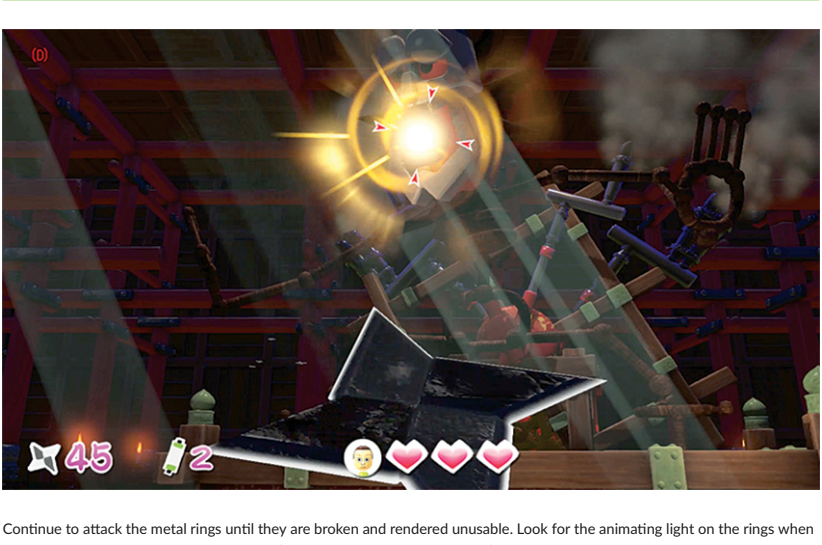


The robotic statue fires projectiles from five different locations: both kneecaps, both palms, and its mouth. At first, it fires only from the knees and hands, with clay bombs coming out of its kneecaps and Throwing Stars from its hands. The stream of projectiles can be deflected with a series of your own Throwing Stars. Then, when there is a lull between attacks, go on the offensive. Aim for the metal rings in the palms and knees where the weapons are fired from and attack with everything you have! There is nothing to combo when fighting the statue, so you don't have to worry about lining up the perfect shot.

Falling Apart

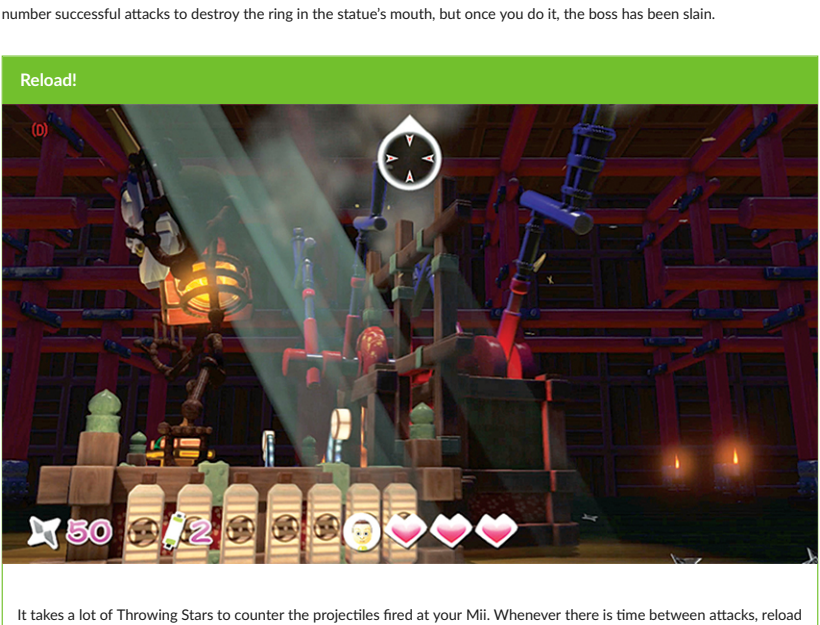


Everything except the metal frame and the wooden base of the statue is destructible. Although the rings on the hands and knees (and later in the mouth) are the only targets that contribute to damaging the massive foe, you can reveal extra hearts, Coins, and scrolls by destroying anything else hanging on or around Murasame.



Continue to attack the metal rings until they are broken and rendered unusable. Look for the animating light on the rings when targeting them; this lets you know that you're hitting your mark or that they're about to launch an attack. After the limbs are destroyed, the statue's head comes into play. The mouth is the last stage of this boss, but it takes a lot of fire power to destroy the target. The metal ring inside Murasame's mouth is open for attack only when it's charging up to launch a fireball. When this happens, lash out with everything you've got! If the statue is allowed to launch its fireball, it cannot be stopped. It takes quite a number successful attacks to destroy the ring in the statue's mouth, but once you do it, the boss has been slain.

Reload!



It takes a lot of Throwing Stars to counter the projectiles fired at your Mii. Whenever there is time between attacks, reload your supply! You wouldn't want to run out of Throwing Stars in the middle of deflecting an attack.

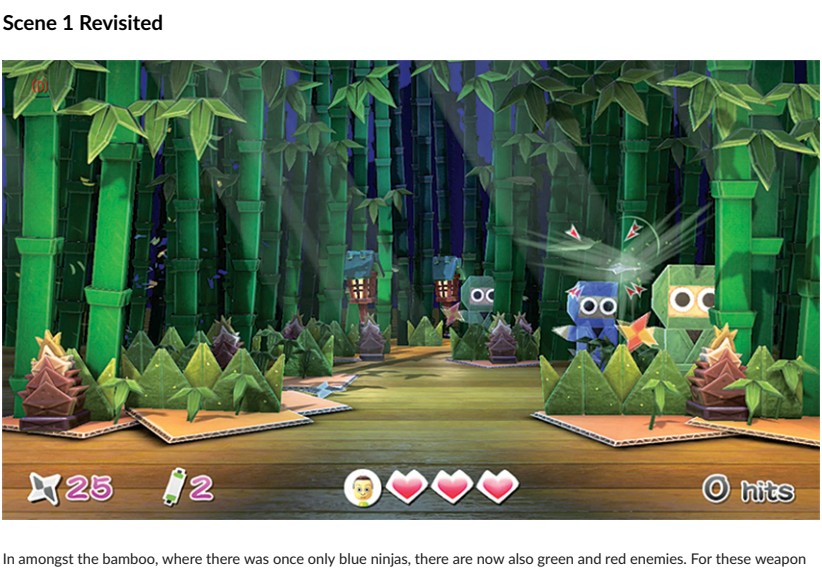
Mwahahaha!
You have revealed my true identity!
40

Congratulations! The princess has been saved! Or has she? Something doesn't seem right about Monita, and when you play through the Attraction again, you'll discover that the princess isn't all she appears. After defeating Murasame, line up and fire at Monita to reveal the evil boss's floating head! It was disguising itself as the princess! The real Monita is still in danger, and the quest to save her continues. Note that you have a limited time in which to attack the false princess. If you don't attack quickly, you do not reveal the true enemy and the extra Scenes are not unlocked.

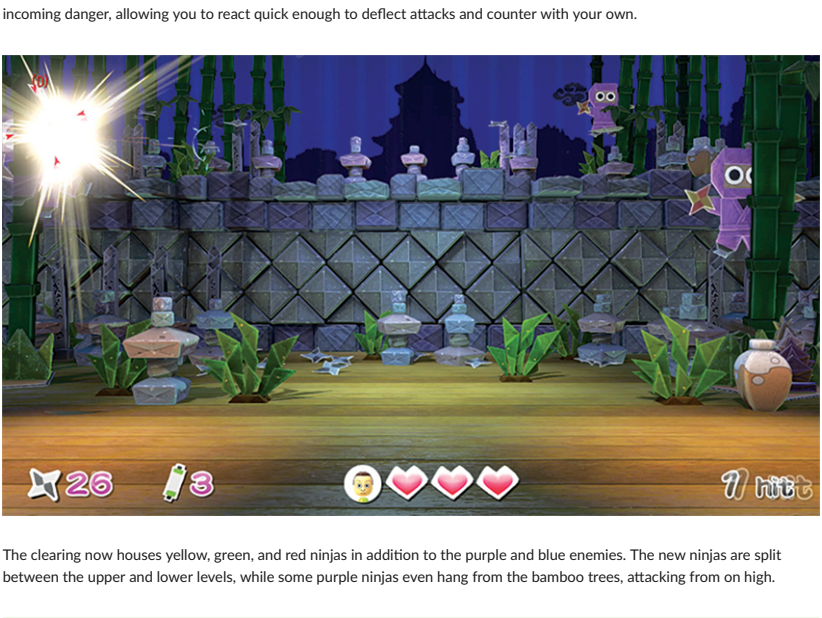
Extra Scenes

As you begin playing through the Scenes again to discover reveal the true location of Princess Monita, your Mii has only 30 Throwing Stars to fight with instead of the previous 50. This makes reloading all the more important. Get into the habit of tilting your reticle up above the screen whenever possible. The extra Scenes for *Takamaru's Ninja Castle* are the same as the original four, however, this time, there are more enemies. With the additional waves of foes, new strategies must be implemented.

Scene 1 Revisited

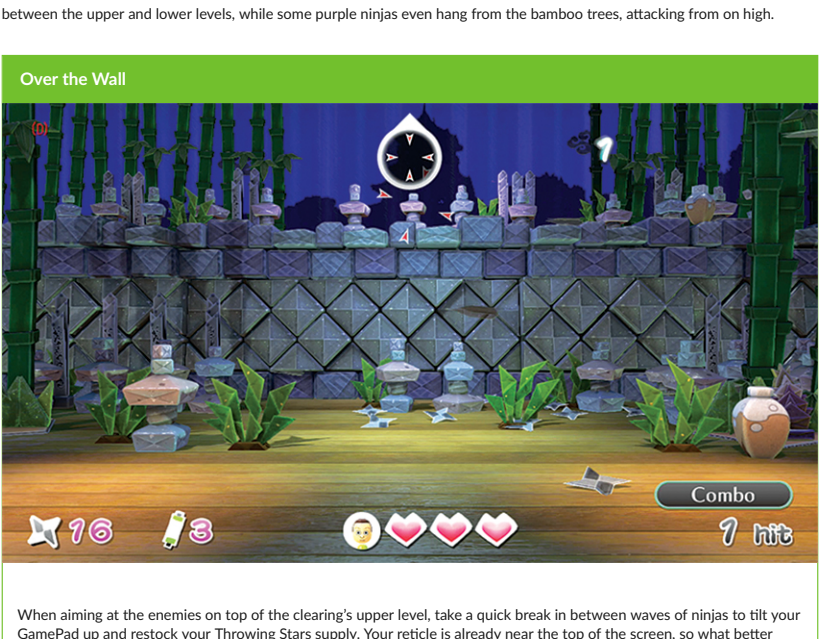


In amongst the bamboo, where there was once only blue ninjas, there are now also green and red enemies. For these weapon specialists, always look for the animating light that signals that they are about to attack. This can help draw your focus toward incoming danger, allowing you to react quick enough to deflect attacks and counter with your own.



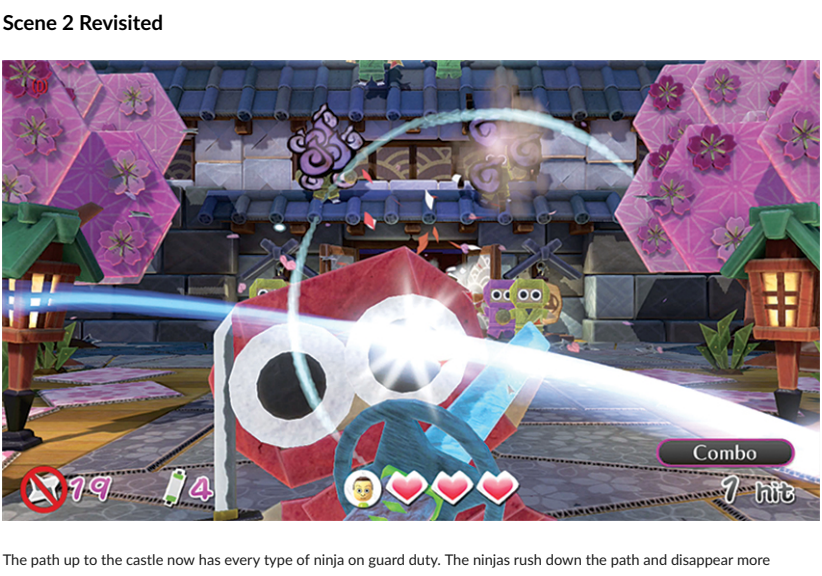
The clearing now houses yellow, green, and red ninjas in addition to the purple and blue enemies. The new ninjas are split between the upper and lower levels, while some purple ninjas even hang from the bamboo trees, attacking from on high.

Over the Wall



When aiming at the enemies on top of the clearing's upper level, take a quick break in between waves of ninjas to tilt your GamePad up and restock your Throwing Stars supply. Your reticle is already near the top of the screen, so what better time to reload?

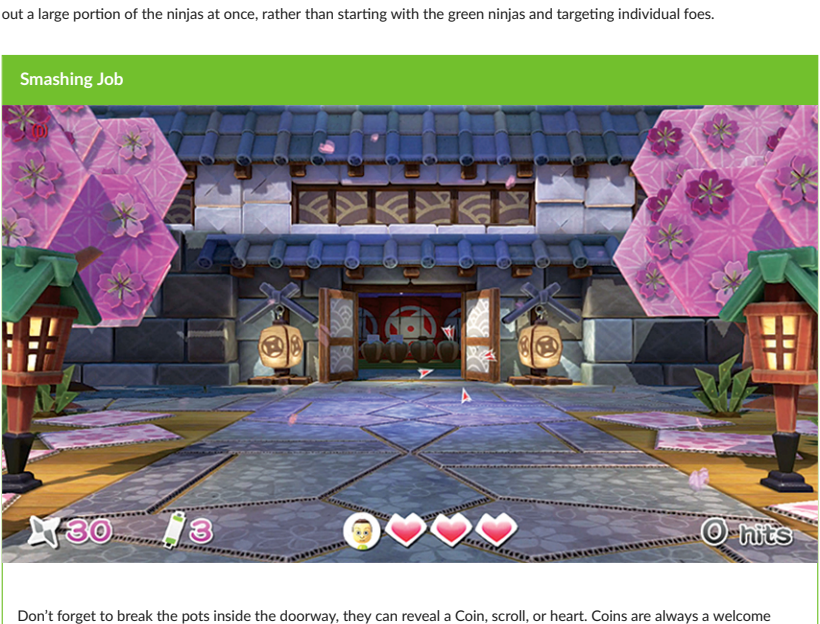
Scene 2 Revisited



The path up to the castle now has every type of ninja on guard duty. The ninjas rush down the path and disappear more quickly than previously. Purple ninjas now lurk among the cherry trees, blending right into the environment, and various classes of ninjas work together to launch highly effective attacks. Red ninjas run in for katana strikes while yellow ninjas volley clay bombs at the same time. Your focus is regularly split, but when in doubt, keep firing, tilting your GamePad up whenever you can to reload.

Green and yellow ninjas like to crowd around the entrance to the castle, both in front of the walkway and up on the roof. The cluster of enemies often launches several attacks at once. Focus your own attacks on the clay bombs, and it's possible to wipe out a large portion of the ninjas at once, rather than starting with the green ninjas and targeting individual foes.

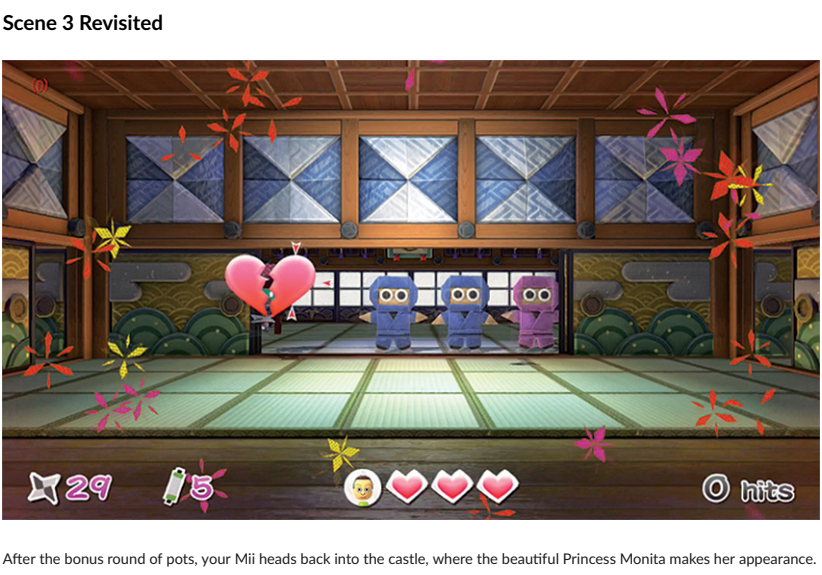
Smashing Job



Don't forget to break the pots inside the doorway, they can reveal a Coin, scroll, or heart. Coins are always a welcome addition to your collection, but a scroll or heart could come in handy during these revisited Scenes. Don't be afraid to use any scrolls you have on the cluster of ninjas to eliminate them all the faster!

The black ninja appears and fights in the same way as before. Just remember that your ammo count is lower than before; there's no reason for you to go firing off any warning Throwing Star. The black ninja blocks everything except for close-range katana slashes and follow up Throwing Stars.

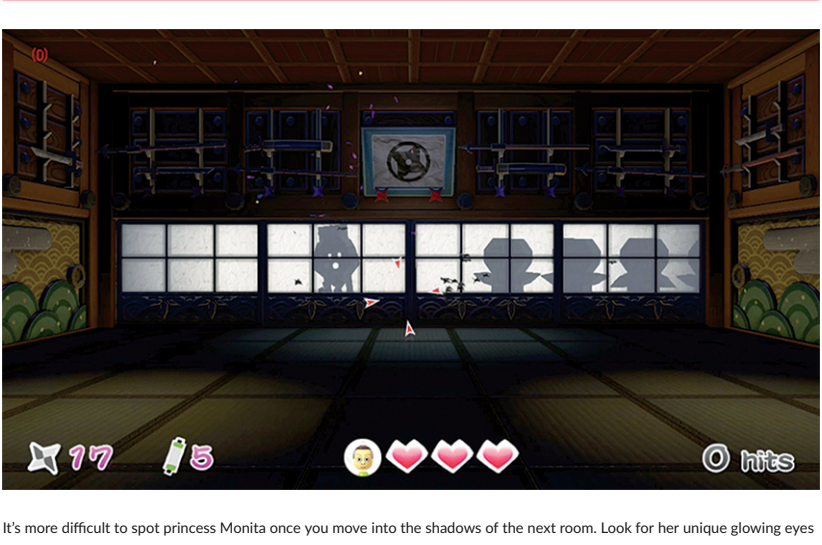
Scene 3 Revisited



After the bonus round of pots, your Mii heads back into the castle, where the beautiful Princess Monita makes her appearance. It appears that she is being trailed by blue and purple ninjas! Take very careful aim when targeting the enemies chasing the fair princess. If she is hurt, your Mii loses a heart. Use the Falcon Eye technique when possible to give yourself more time to focus your reticle!

Quality over Quantity

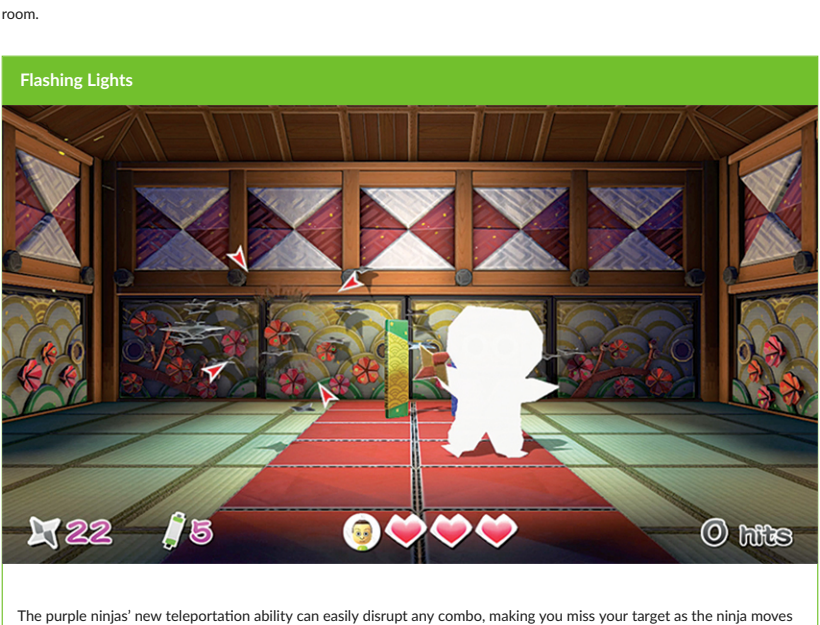
The Clay Bomb and Triple Star techniques are great for taking down congested groups of ninjas, but if you use either of these ninjutsu too close to Monita, she could take damage as well. The Falcon Eye technique allows you to keep your precision while granting more time to attack.



It's more difficult to spot princess Monita once you move into the shadows of the next room. Look for her unique glowing eyes and mouth, and focus your aim on the ninjas that follow behind her.

In the back room, there are more objects than before, offering greater cover for your enemies. Don't give them the opportunity to hide behind the objects and make destroying them your first priority. There are plenty of ninjas darting in and out of the room to keep you busy. Don't be afraid to use your scrolls. Unlike the last time, scrolls are essential due to the increased number and strength of enemies. Be extra cautious of the purple ninjas at the end of the level. They can teleport around the room.

Flashing Lights



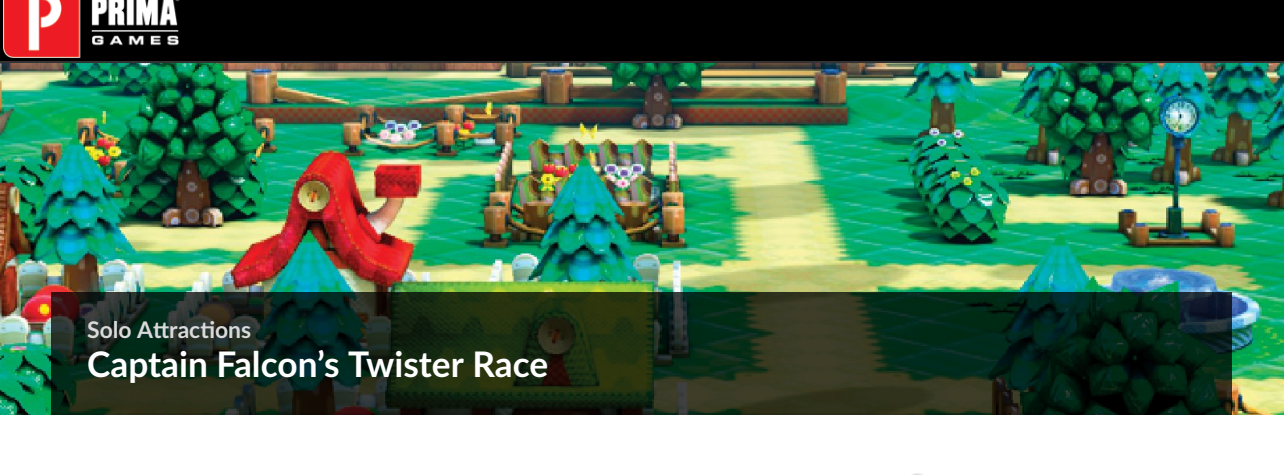
The purple ninjas' new teleportation ability can easily disrupt any combo, making you miss your target as the ninja moves to a new location. To save your combo, hold onto your Throwing Stars until you see the ninja start to flash. This is the sign that it's going to attack. Purple ninjas remain stationary while throwing their Throwing Stars, giving you an opening to strike.

After completing Scene 3, the princess runs to your Mii character's side, finally under your protection. However ,there is still the matter of Murasame...

Scene 4 Revisited

Thank you for rescuing me!

The boss fight with Murasame is the same as in the standard playthrough of the Attraction. The only difference is the reduced number of Throwing Stars your Mii can hold. However, the same tactics apply, and once the villain is defeated the princess is safe. Although you can't tell by her voice, Princess Monita is overjoyed that you have completed *Takamaru's Ninja Castle* with your superior ability and bravery!



Solo Attractions

Captain Falcon's Twister Race

CAPTAIN FALCON'S TWISTER RACE

Thrills, Twists, and Turns

Racing, F-Zero Style!

Few racers are as simultaneously beloved and dreaded as *F-Zero* . Chalk it up to a whole lot of old-school difficulty if you must, but Captain Falcon's Wii U version of the sport offers an interesting portal into the could-be world of HD hovercraft racing. Interestingly, though, the control method for the game involves holding the GamePad on its side, then twisting left and right to steer the craft while watching a top-down view of the track. The combined use of the GamePad and TV views allows you a better view of the race track to locate Stars and upcoming Dash Plates, especially when the craft is when the craft enters a tunnel. It may seem a little tricky at first, but this decidedly different take on a typical racing game is unlike anything you've ever played before. That's how Captain Falcon likes it!

Origin Story: *F-Zero*

During the height of the 16-bit console wars, Nintendo was pushing hard to deliver games that leveraged the unique capabilities of the Super Nintendo Entertainment System. One of the coolest tricks was something called Mode 7, which transformed background layers into a kind of faux-3D look. Long before the inclusion of the SuperFX chip used in games like *StarFox* , Mode 7 gave the high-speed world of *F-Zero* an undeniably high-tech look, which was fitting considering the anti-gravity racer took place in the year 2560. Captain Falcon, one of the original four racers, piloted the very same Blue Falcon that your Mii gets to hop into for this race, and he even got his own comic book included with the original *F-Zero* manual.

Controls

Gamepad contols	
Destroy Obstruction	Point Wii Remote at object and press A Button

Assist Play Controls	
Steer Falcon Flyer	Turn GamePad left or right
Brake	Touch GamePad touch screen
Drift	Quickly turn the GamePad left or right.
Turn camera on/off	Touch the (camera button).

Speed? Did someone say they were looking for some speed? Look no further than the ultimate test of high-speed racing mettle: *Captain Falcon's Twister Race* ! With tight controls and a series of increasingly tense challenges, this 12-Area race is nothing to scoff at. You'll find plenty of old *F-Zero* classics like Dash Plates and huge Jumps, but plenty of new hazards too like Battery Trams, Air Barricades, Red Bombs, and dozens of Small Cones that slow things down. Any one of these could put a serious damper on your race to the finish, but all of them together? That's a serious *F-Zero* challenge right there.

Stamps

Icon	Name	Conditions
	Hang Time	First Jump.
	4-Star Racer	Acquire a 4 Star ranking in any Area.
	5-Mistake Limit	Reach the goal with less than 5 mistakes.
	Checkered Flag	Pass all areas.
	Racing Perfection	Complete a perfect run with no crashes. (No Assist Play allowed.)

Normal Course

Here it is, ladies and gents, in all its futuristic glory. The first few Areas are all about teaching you the basics; hazards, Dash Plates, and even a Star that gifts a brief bit of invincibility. Having only 35 seconds in these early Areas (later Areas have even fewer seconds) means mistakes here are costly, but not race-ending; avoid those hazards and you'll cruise across the finish line with seconds to spare.

Turn and Burn

The Falcon Flyer is a serious racing craft, capable of massive bursts of speed after flying over Dash Plates. Thankfully, it's also equipped with air brakes for when that speed becomes a little too uncontrollable. In these early Areas, it's possible to practice a little drifting by quickly turning the GamePad to the left or right. Drifts can get you around corners tightly without losing too much speed, but it takes practice. Think of them as the kind of turns rally cars make, where the nose is pitched into the turn early, but the back end kicks out to help avoid slamming into a wall. If this technique proves too difficult to lock down consistently, fear not. The whole Twister Race is navigable without ever using a single power slide—but it won't look nearly as cool!

Area 1

The first Area of this race is all about speed. Dash Plates are scattered all over the course. The first is a freebie: a row of multiple Dash Plates span almost the entire width of the track. The ones that follow, however, take a little planning to get into position to fly over. Stay right after the second turn to hit your first challenging Dash Plate, then look for another Dash Plate coming out of the fourth turn. Line up for a string of Dash Plate by zigzagging from the center to the outside of the track for three more dashes, then continue to skirt the inside lines of the following turns to grab another Dash Plate on the right. There's a final Dash Plate right before the first tunnel.

Area 2

Air Raid

Your first time-sapping obstacle appears in this Area. Hug the inside corners as you take turns and don't be afraid to tap the touch screen to slow down as you cut between the Air Barricades that dot the many corners to come. Memorization here can help a ton, but fast reflexes will always win out. For the final stretch, try to cut in and out of the middle of the track. It doesn't take much more than a subtle twist to deftly slip around the Air Barricades and into the next tunnel.

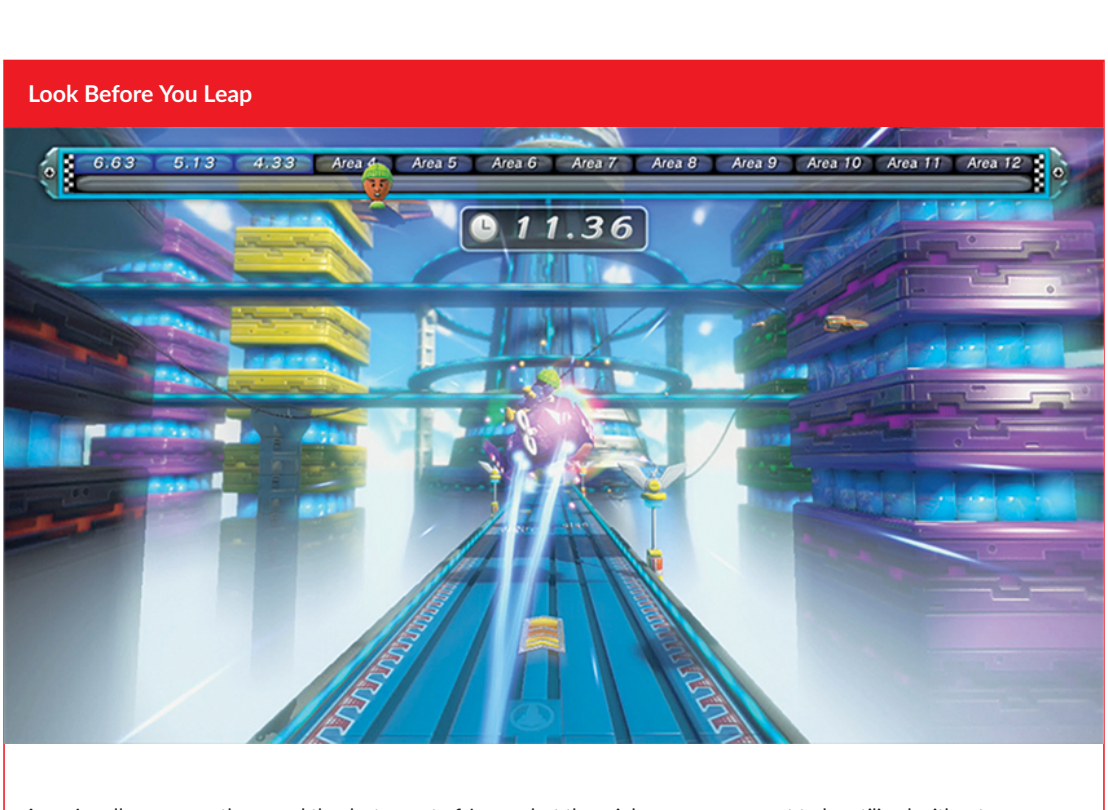
Area 3

Cone Head

Tap the brakes coming out of your second corner and aim to the left to avoid a set of Small Cones. Though they may look harmless enough, these little gray obstructions can really slow the Falcon Flyer down. Stay right after the first set of Small Cones and pump the brakes while heading into a longer stretch with three piles of Small Cones about midway through this Area. It's better to lose a little speed to avoid the Small Cones than to hit them and lose much more. Definitely brake when you head into the final set of corners, as you must stay wide of a set of Small Cones. Too much speed here coupled with a sharp, fast turn can lead to an inadvertent power slide.

Area 4

Look Before You Leap

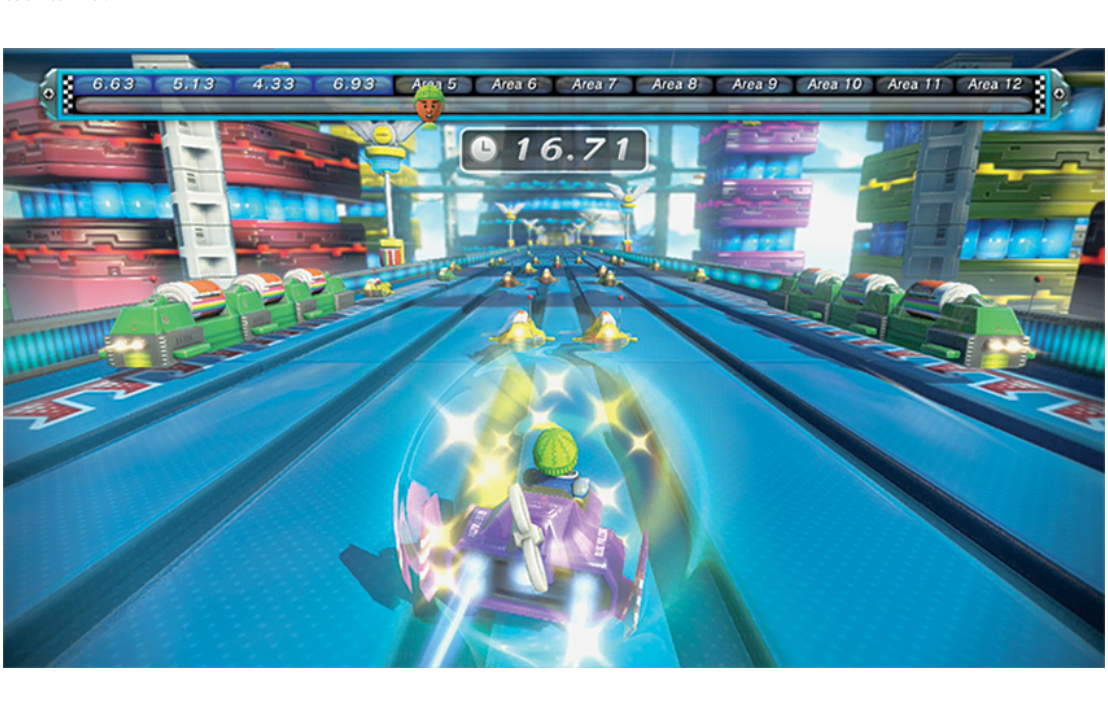


Area 4 really pours on the speed thanks to a set of Jumps, but the rainbow ramps are not to be utilized without some careful approaches. Never, ever attempt to take a Jump at an angle; you must launch from as straight-on as possible to avoid jumping right off the side of the track. Many a great racer has let their ego get in the way of smarter judgment, and they've paid dearly for it, having to start the race over from the very beginning. Don't be like those guys.

Area 5

Speed Up
Area 5
Time limit: 30.00

After passing through the Area 4 tunnel, your Mii gets a well-deserved bit of rest. If you need to tend to grab a bite to eat or anything, do so before tapping the OK button on the touch screen because it'll be another few Areas before another one of these Checkpoints pops up. When you're ready, press OK, and be ready for a decrease to 30 seconds allotted to make it to each tunnel.

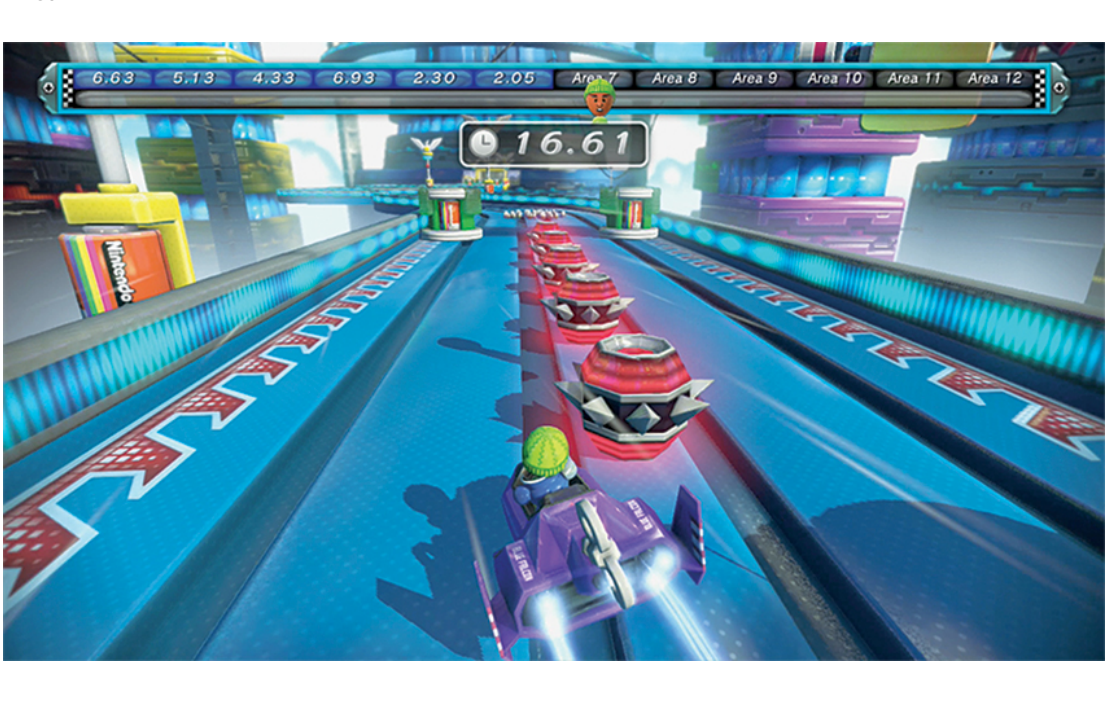


This first new area is a completely straight shot all the way to the tunnel, but there are quite a few Battery Machines and their longer cousins, the Battery Trams before you reach it. Work your way through the pairs of slow-moving obstacles and try to stick to the sides to make weaving through these hazards easier. A Star waits for you about halfway through Area 5, and if you can grab it, the Battery Vehicles and even Battery Trams will be smashed out of your way on contact with no loss of speed. Watch out for the last few Battery Machines, though, as your Star will have run out and their zigzagging can be tough to slip past if you're not ready for it.

Area 6

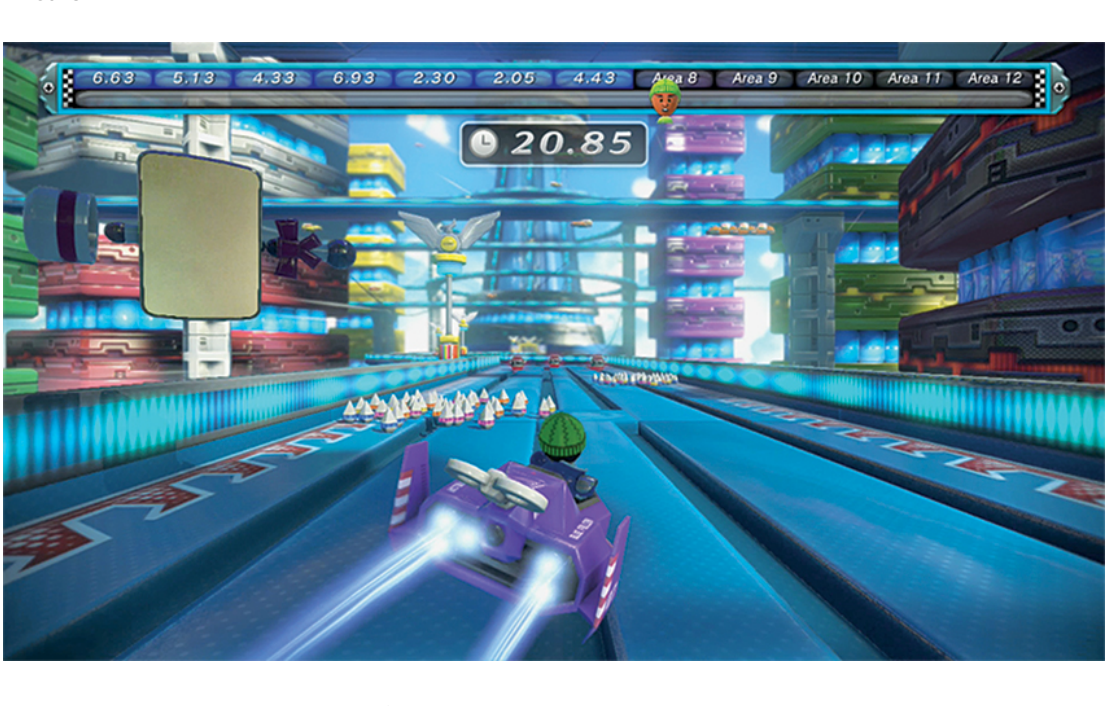
More Air Barricades pop up during this part of the race, but you can thread between them by hugging the insides of most corners. Be ready to tap the air brakes to navigate a hard turn and you'll squeak through here with minimal problems. There's a Star about midway through this section, but it runs out rather quickly and can give you a false sense of security. It's best to learn how to avoid the Air Barricades the hard way.

Area 7



Two new dangers are introduced during the brief sprint through Area 7: green Neon Barricades and the ultra-lethal Red Bombs that will stop all progress and force your Mii to start from the beginning all over again. The Neon Barricades are easily navigated by alternating between hugging the inside line and swinging wide around the threats. When the track straightens out, tap the air brakes a bit to make sure you can avoid the Neon Barricades and a nasty string of Red Bombs. Shortly after the Red Bombs is a series of hard turns. Tap the air brakes here, too, if it feels like the Falcon Flyer is starting to skid a bit too much. Alternatively, if you think you've got the power slide technique down, you can attempt to slip through the corners without slowing down much at all.

Area 8



Air Braking is extra important in Area 8, as it's littered with Red Bombs and, in one particularly nasty section heading into the mid-point of the Area, a combination of Small Cones and scattered Red Bombs. If you have to hit one obstacle, make sure it's a Small Cone, but adequate air braking should make slipping by them fairly easy. The final section is a gauntlet of Red Bombs that are staggered so that you'll have to zigzag between them. Think back on those early Air Barricade encounters to remember that it doesn't take much more than a slight twist of the wrist to steer around hazards like these.

Area 9

You're three-fourths of the way through the Normal Course, and it's time for another breather. Gather your strength, then hit the OK button on the touch screen to kick off the next area. Be ready for a further decreased time limit of 25 seconds per Area. Luckily, this whole area is a straightaway. Unluckily, it's also riddled with the unmoving remains of dozens of Battery Machines and Battery Trams. Worm you way through them by sticking just to the left or right of center and easing the GamePad left and right to cut between them. Don't fret if you hit one or two of the stationary blockades; stay clean through the rest of them and you'll make the tunnel.

Area 10

Another straight section awaits you here, but this time the Battery Trams and Battery Machines are on the move, constantly sliding all over the track. Use the same cool-headed approach as the last Area, tapping the brakes if need be to avoid a collision.

Area 11

A triple threat of hazards crop up in this second-to-last stretch: lots of Red Bombs, a few patches of Small Cones, and a smattering of Air Barricades all combine to create quite a bit of chaos. Tap your air brakes as you enter and exit corners to avoid being surprised. Reflexes are everything here, but there's no need for quick, jerky motions; they'll just slide you right into the very thing you were trying to avoid.

Area 12

This is it, the final stretch! A handful of Jumps are available (and recommended), but remember the golden rule of Jumps: straight-on or not at all. You're so very close to the end now, and it would be a shame to have to go all the way back to the start. At about the midpoint, a huge number of Air Barricades are thrown up to try to slow you down. Squeeze through them with a measured, serpentine set of turns—nothing drastic here. Your ability to keep a cool head and steady hands will be your greatest asset.

Take a deep breath as you coast into the final Area. You've made it through the whole course! Ready for more? Good, because Monita's ready to give you a Star and unlock the Extra Course.

Extra Course

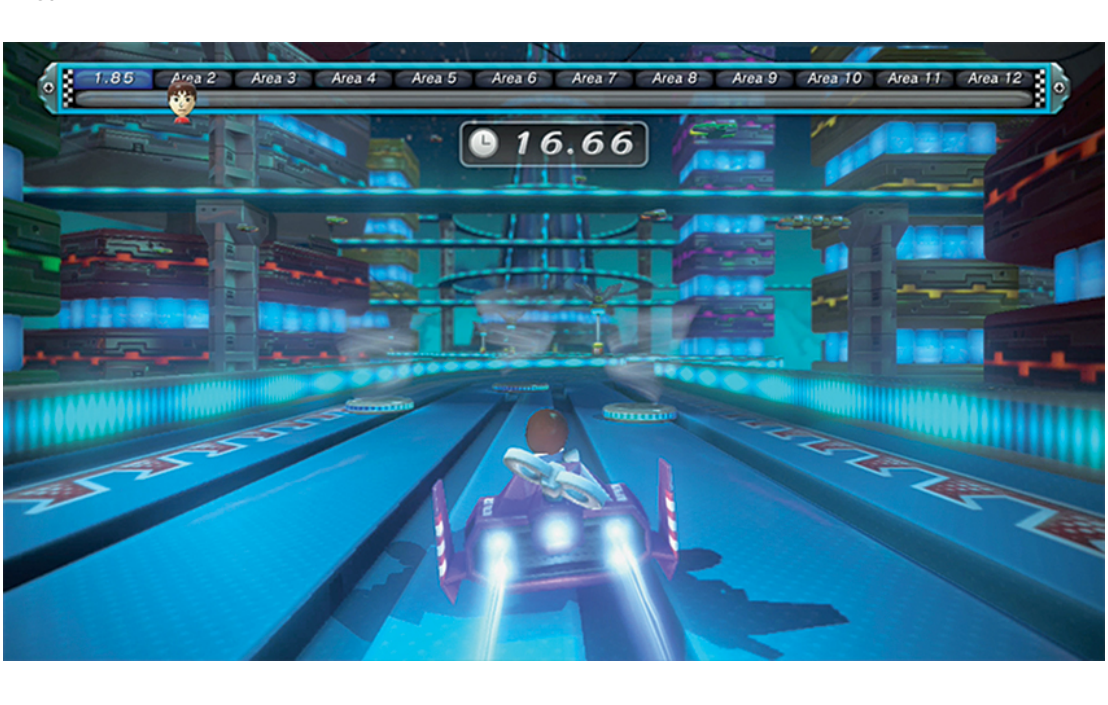
Extra Course

Now it's time for a *real* race. The Areas to come are littered with sharp corners, hazard-filled blind spots, and lots of speed. You'll have less time to reach the tunnels between Areas, too, so after running through the Normal Course once more, take a small breather and get ready for the ultimate *Twister Race* challenge. Recruit a friend to help out with Wii Remote in Assisted Play if you'd like; they can actually erase hazards from in front of your path by pointing the Wii Remote at an object and pressing the B Button, but they must use the TV view to hunt down targets.

Area 1

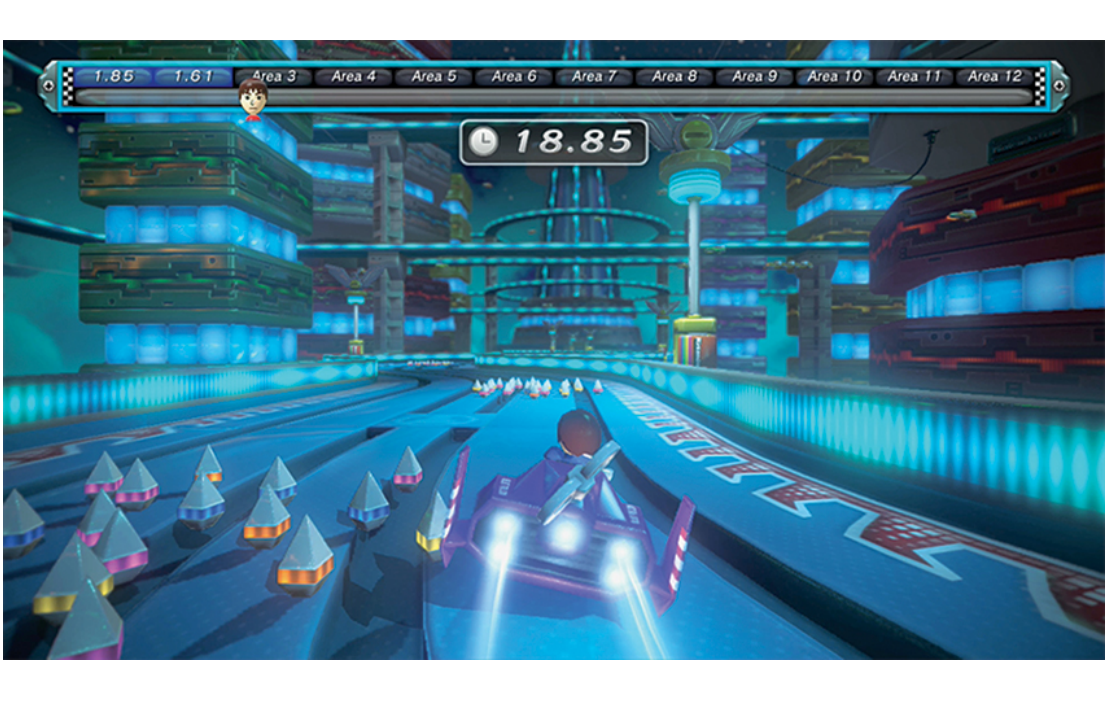
To reach the tunnel in only 25 seconds, you're going to have to hit every Dash Plate along the way. Hit the first Dash Plate right out of the gate and dead center. Then hug the inside corners of each turn, and as you come out of the fourth turn, angle toward the right side of the track, then the middle, and back out, moving from one Dash Plate to the next. Stay left and outside after the sixth turn to hit one Dash Plate, then cut over to the right to chain into another. Finally, air brake while you head into the next corner and get ready to hug the left part of the track when coming out of the last corner. Then hit the final central Dash Plate and coast into the tunnel.

Area 2



The Air Barricades in this next section have never been so plentiful. Stay on your toes and air brake heading into tight corners to allow yourself enough time to maneuver between the Air Barricades. When you enter a set of tight turns with moving Air Barricades, try to hug the outside walls to slip by them, then cut through the middle of the stationary Air Barricades in the next few corners. Grab the Dash Plate at the very end to make sure you speed into the tunnel.

Area 3

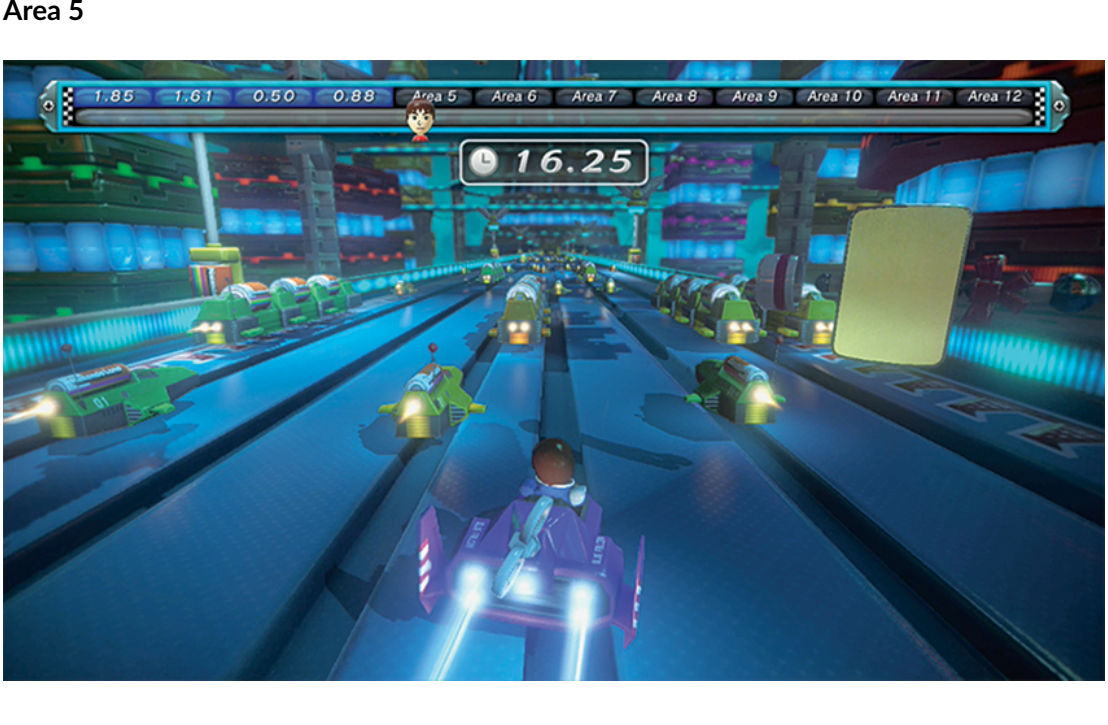


The second corner of this Area is an absolute air brake must. Tap it enough to pull a hard left, then slalom between the groups of Small Cones. To make up for the speed lost in navigating these hazards, look for Dash Plates after the sixth and final corners, right in the middle of the track.

Area 4

Unlike almost every other Area of *Twister Race* , you actually want to watch the TV for this part. Not only does it let you line up your Jumps earlier than would be possible on the GamePad, but it lets you see farther down the course to help you race across the few Dash Plates needed to make it to the tunnel. You're almost to your first Checkpoint, keep it up!

Area 5



Another straight shot, this Area is infested with Battery Machines and Battery Trams. Catch the Dash Plate right at the start and then work your way through the group. Don't forget to switch your view back to the GamePad for this section, as the top-down view provides a much-needed perspective on just how tightly you can squeeze between the many Battery Trams and Battery Machines dotting the track. Glance up from time to time, though, to see how close you are to the end of this Area. At about the three-quarter mark of this Area, there will be two outside Dash Plates and then one central one that can help make up for lost time if you accidentally hit one of the Battery Trams and Battery Vehicles.

Area 6

It's time for more Air Barricades and unfortunately these are all moving. Stick to the usual strategy when trying to slip by these menaces: hug the inside of turns for minimal movement, and look for openings between groups of the Air Barricades to slip by them. A Dash Plate waits right after the final corner to give you one last nudge into the tunnel.

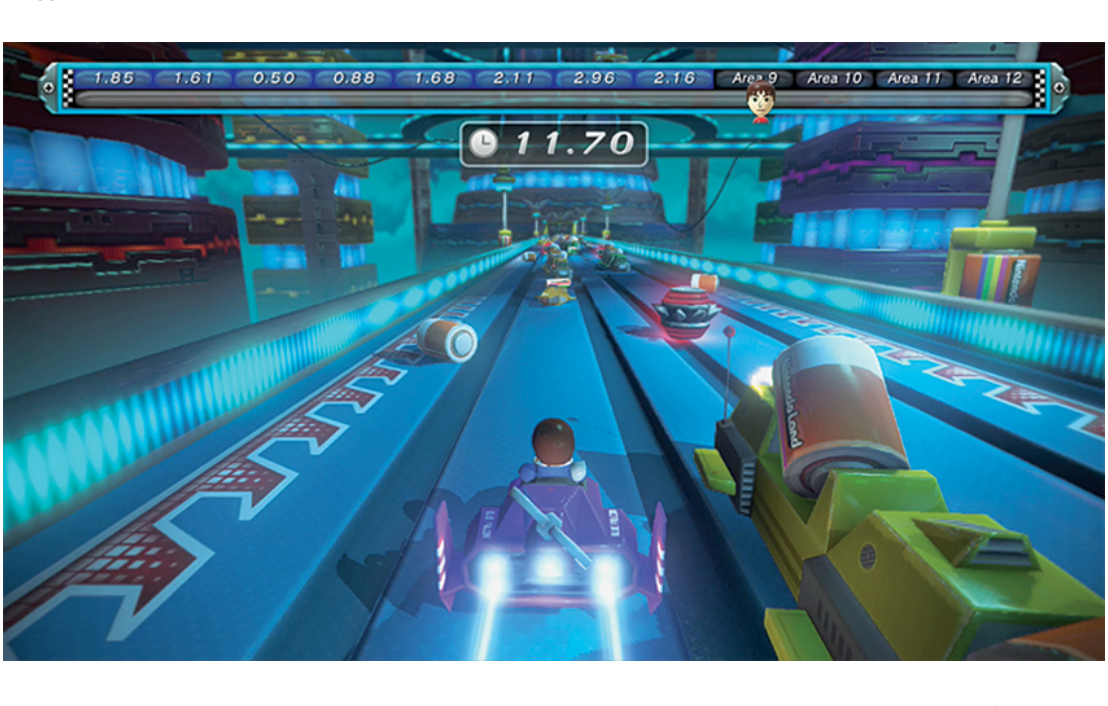
Area 7

The Neon Barricades have returned, and they're joined by some insidiously-placed Small Cones. Tap the air brakes when you see two Neon Barricades as you exit many of the turns in this Area to thread between them and the Small Cones that follow. Be especially careful when running over a Dash Plate at about the halfway mark; it leads right into a Red Bomb that can end this race in a hurry. Past the Red Bomb is a series of extremely hard right-left-right S curves. Air Brake if you need to in order to avoid accidentally drifting, then slip between the Red Bombs and Neon Barricades in the home stretch.

Area 8

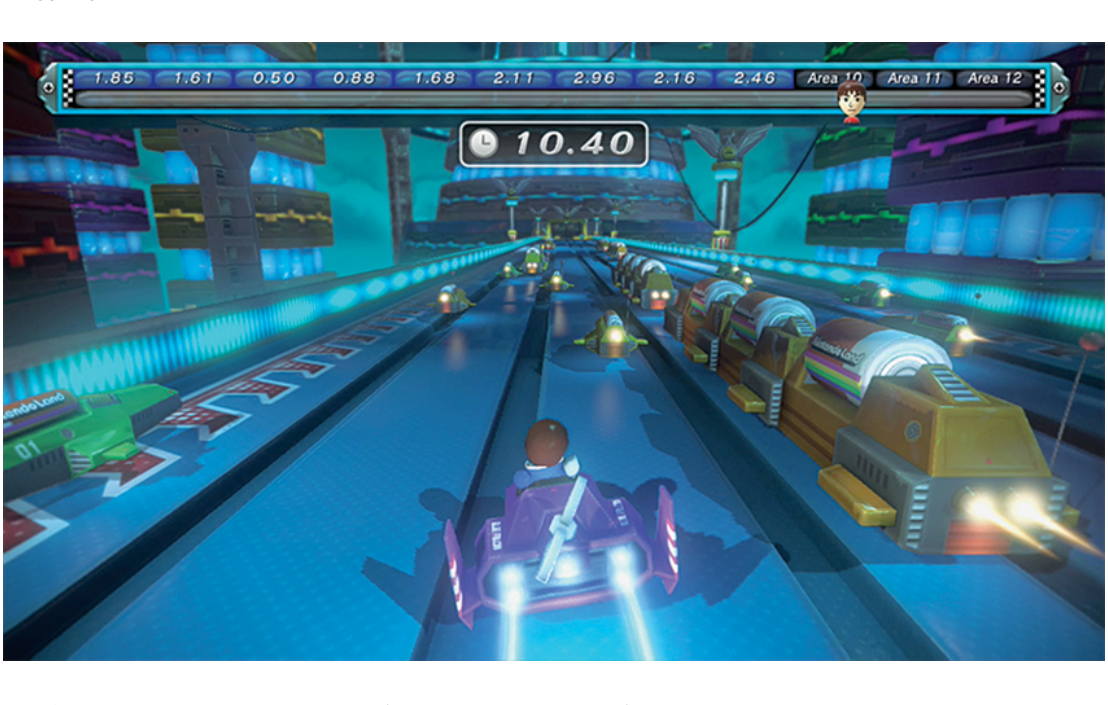
Red Bombs are *everywhere* in this portion of the Area—especially in the middle of turns. Even the straights force a zigzagging path between the staggered rows of explosive threats, so keep your cool here. This Area is about making tiny adjustments more than snap turns. Thread through this Area and you can look forward to some slightly easier bits to come.

Area 9



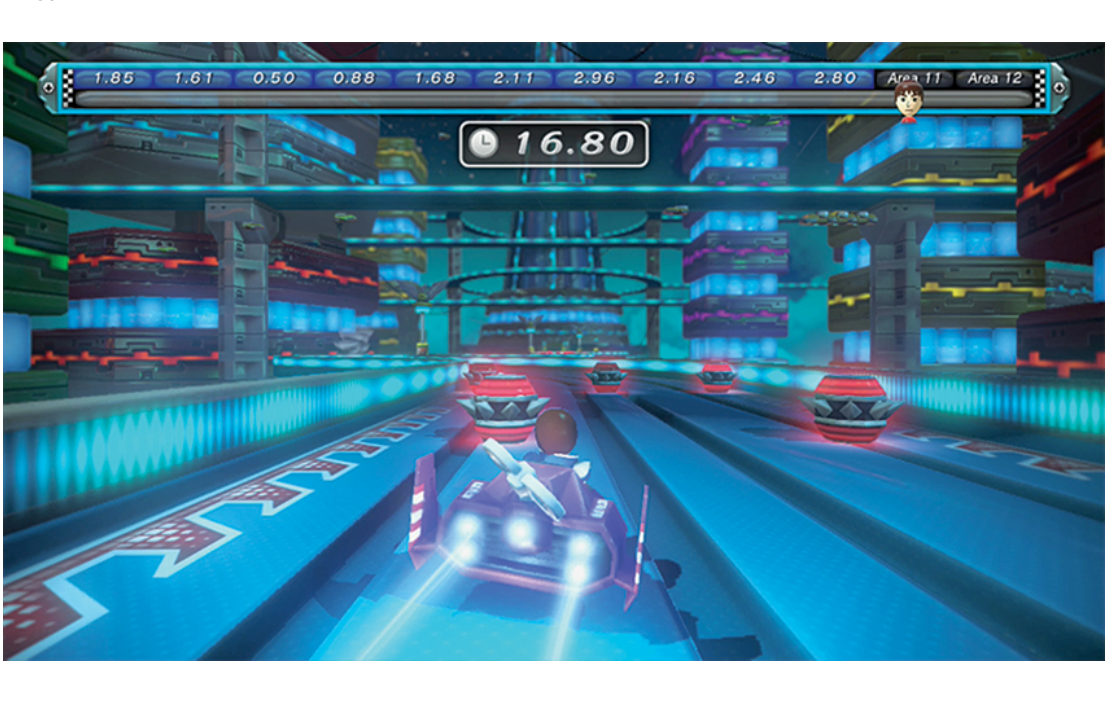
The Battery vehicle graveyard returns, and now it features quite a few Red Bombs. The Battery vehicles can be hit (though they will slow the Blue Falcon down considerably), but don't treat the Red Bombs with the same cavalier attitude. All it takes is one touch to bring this race to a close. Again, small adjustments are the rule of thumb here. Try to stick to one side and weave through the stationary traffic all the way to the tunnel.

Area 10



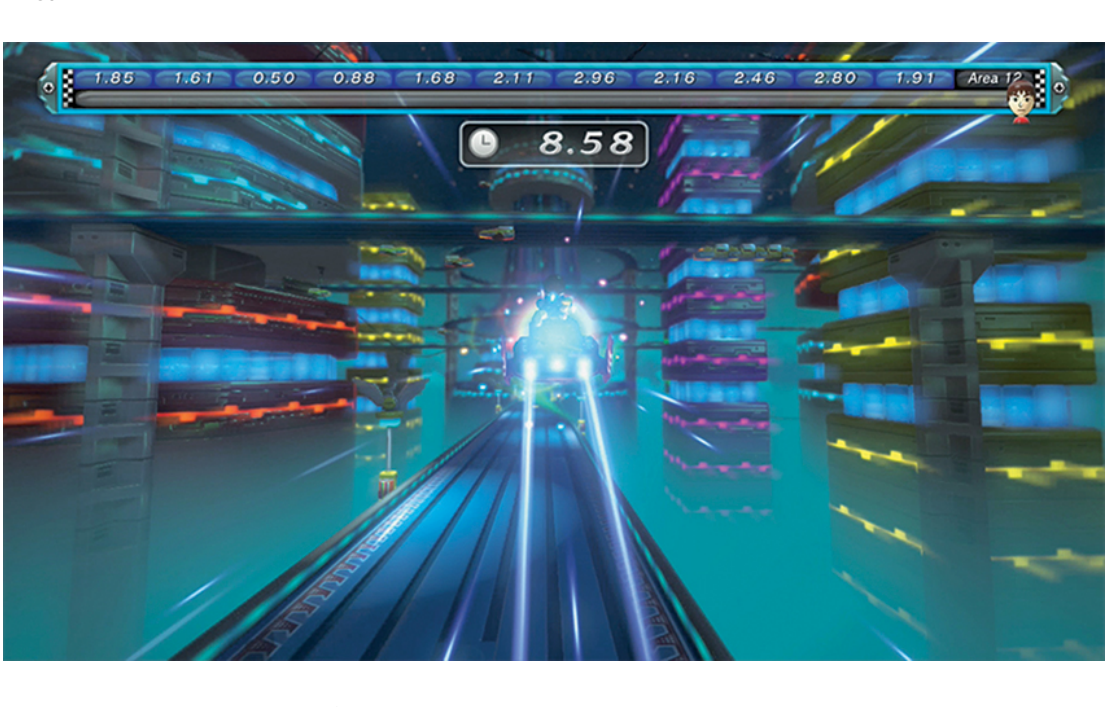
If you've made it this far without getting hit (at least not too many times), you may feel a sense of Zen calm washing over you. That's good, because the next Area requires a bit of dual screen viewing. Look up at the TV to get a sense of where the Battery Trams are located, then back down to the GamePad to squeeze through them. It's actually possible to hit one or two of the smaller Battery Machines along the way, but avoid the Battery Trams at all cost; their ability to slow you way down is a serious danger.

Area 11

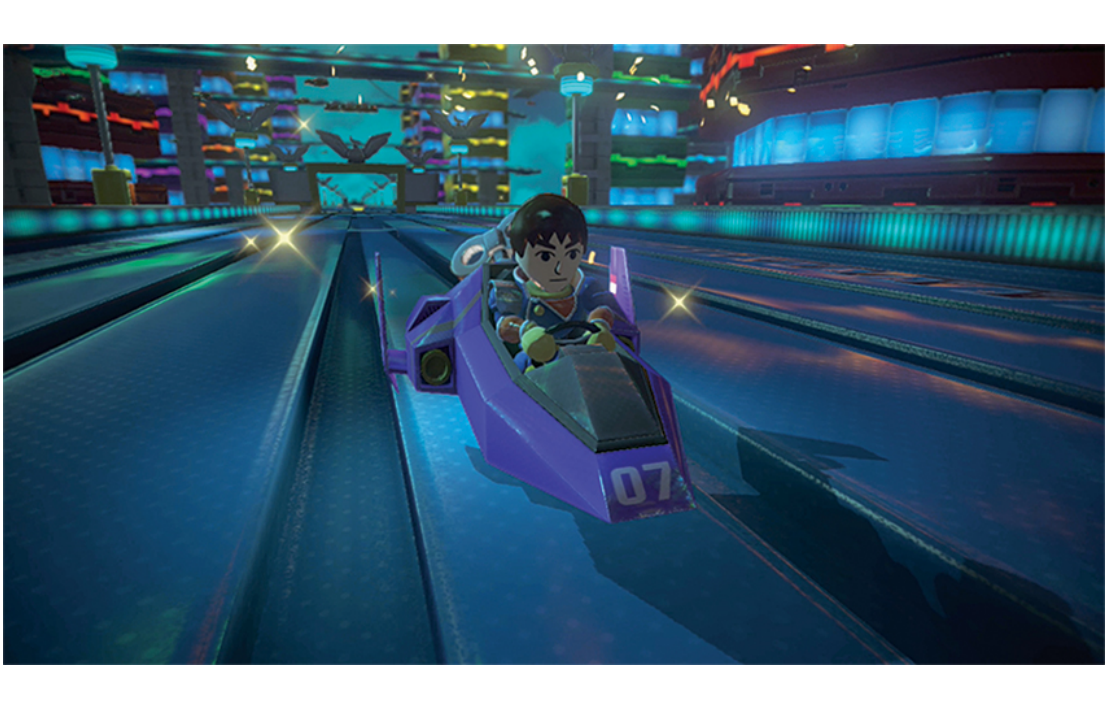


Small Cones in the tight opening corners greet you, and then the course opens up to an absolute sea of Red Bombs in the straights. You've done this plenty of times before, though, so tap the air brakes if you need to adjust, but otherwise snake left and right through the staggered rows of Red Bombs. A handful of Air Barricades at the midpoint corners might catch you off guard, but stay vigilant. Avoiding the Red Bombs in the straights is of the utmost importance, and some time can be made up coming out of the last corner by hitting two Dash Plates that run right down the middle of the track.

Area 12



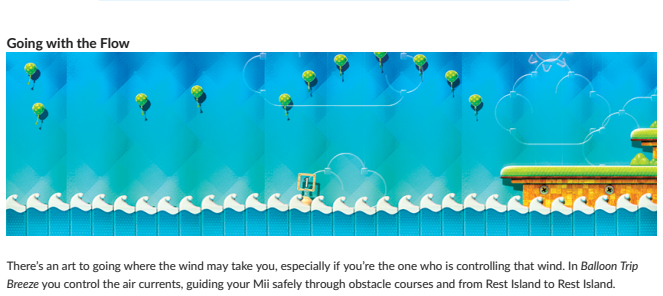
It has all built to this moment, and you've got this one in the bag. *Carefully* line yourself up to hit all of the Jumps in a left-right-left-right sequence. Tag the final Dash Plate and zoom into the history books!



BALLOON TRIP BREEZE

Float with the Wind

Going with the Flow



There's an art to going where the wind may take you, especially if you're the one who is controlling that wind. In *Balloon Trip Breeze* you control the air currents, guiding your Mii safely through obstacle courses and from Rest Island to Rest Island. However, at the end of some portions of your journey, there is no Rest Island. It's a three-day journey, and you have only three lives in which to complete it—unless, of course, you keep increasing your score by 1,000 points!

Your Mii is held afloat by two bright red balloons, and when you take damage one of them pops. Once both are gone, your Mii drops straight down into the sea. Watch out for Balloon Breakers and spiked balls and Balloon Birds; they can really do a number on your Mii. Be careful when flying close to the sea, too. There's a Balloon Fish lurking in the depths and if you tempt it with a tasty Mii dangling just above the sea's surface, it might jump out and swallow your Mii whole. Then again, it could also miss and release a helpful item.

Once you finish the blustery, three-day trip, you earn a star for the attraction and can then play an extended run of *Balloon Trip Breeze* , lasting seven days instead of just three.

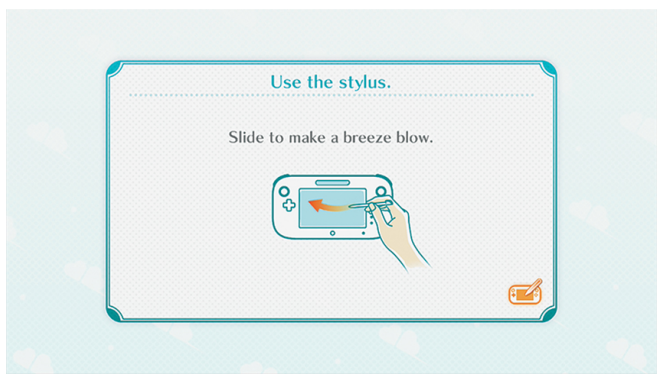
Origin Story: *Balloon Fight*

Released in 1984 for the arcade and in 1986 for the Nintendo Entertainment System, *Balloon Fight* consisted of two game modes: clearing out the stages of enemies in the standard one- and two-player game, or beating the clock in a rush to stay alive in Balloon Trip. Just like in the original game, you control the Balloon Fighter (in this case, your Mii) as you float along, collecting balloons, defeating Balloon Birds, and avoiding the dreaded Balloon Fish that lurks in the sea below. *Balloon Trip Breeze for Nintendo Land* hearkens back to the Balloon Trip mode of the classic original title.

Controls

Gamepad Controls

Create Breeze	Slide your stylus across the touch screen
Create Shock Wave	Tap the touch screen with your stylus

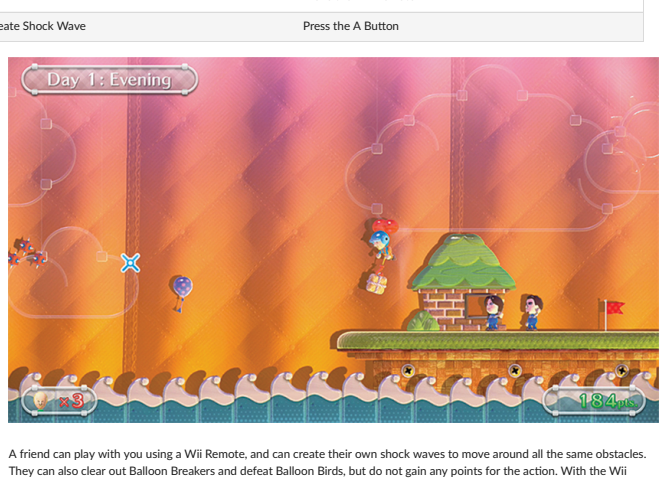


With the GamePad and stylus in your hands, you are in control of the breeze blowing through the vast chain of islands dotting the watery landscape. A single slide of your stylus across the GamePad touch screen can cause anything from a blustery billow of wind to a gentle flutter of air. Swift slides create powerful breezes, while slow, careful slides are perfect for finesse and careful maneuvering around obstacles. You'll need a mix of the two to navigate the various objects and enemies blocking your Mii character's way and threatening the delicate balloons.

Sometimes, it's easier to go right through obstacles instead of around them. Light brown blocks, Balloon Breakers, bubbles, balloons, and enemies are all affected by a shock wave. Look down at the GamePad and tap around a Balloon Breaker, balloon, or bubble to move them, or tap right on a block, balloon, bubble, or Balloon Breaker to break or damage them. This allows you to reach out-of-the-way bubbles and balloons, which helps you continue your combos and rack up points, destroy blocks and Balloon Breakers clogging up your path, and bring down enemies.

Wii Remote Assisted Play

Aim	Move the Wii Remote
Create Shock Wave	Press the A Button

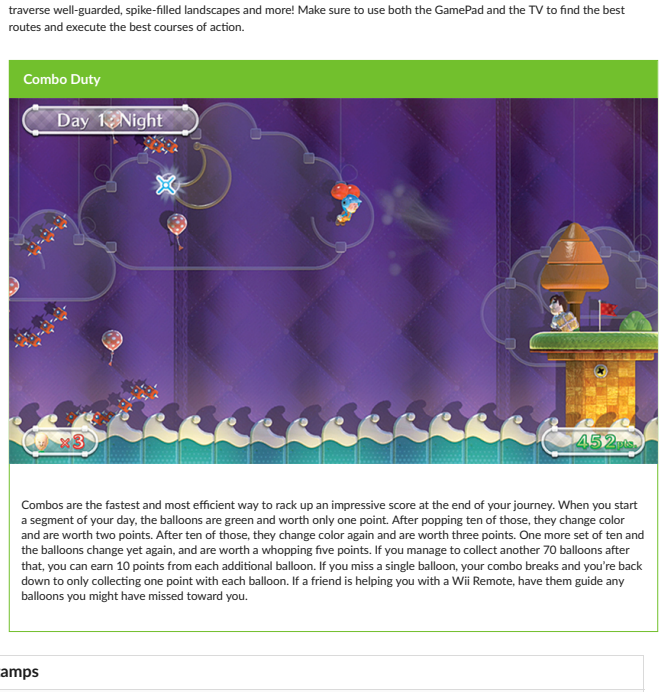


A friend can play with you using a Wii Remote, and can create their own shock waves to move around all the same obstacles. They can also clear out Balloon Breakers and defeat Balloon Birds, but do not gain any points for the action. With the Wii Remote in hand, the player aims around the screen, targeting objects with their on-screen reticle and pressing the A Button to send out a shock wave. This can be used to help the person using the GamePad by clearing obstacles out of the way, or it could be used to push hazards into the main player's space, and thus create even more difficult flight paths!

Three-Day Journey

The main journey of *Balloon Trip Breeze* spans three days, with each day broken into four segments: Morning, Afternoon, Evening, and Night. As you progress, the weather changes from fearsome storms to calm clear skies, and your Mii must traverse well-guarded, spike-filled landscapes and more! Make sure to use both the GamePad and the TV to find the best routes and execute the best courses of action.

Combo Duty

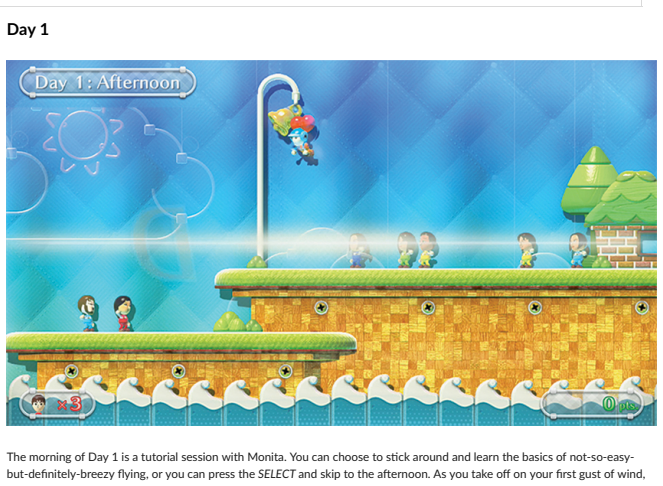


Combos are the fastest and most efficient way to rack up an impressive score at the end of your journey. When you start a segment of your day, the balloons are green and worth only one point. After popping ten of those, they change color and are worth two points. After ten of those, they change color again and are worth three points. One more set of ten and the balloons change yet again, and are worth a whopping five points. If you manage to collect another 70 balloons after that, you can earn 10 points from each additional balloon. If you miss a single balloon, your combo breaks and you're back down to only collecting one point with each balloon. If a friend is helping you with a Wii Remote, have them guide any balloons you might have missed toward you.

Stamps

Icon	Name	Conditions
●	Almost Fish Food	Escape from the fish.
●	Special Delivery	Complete two successful package deliveries.
●	30 Birds Down	Defeat 30 Balloon Birds.
●	Island Hopper	Visit all islands.
●	Flawless Flight	Complete a perfect journey. (Wii Remote Assisted Play must not be in use, and all balloons must be collected.)

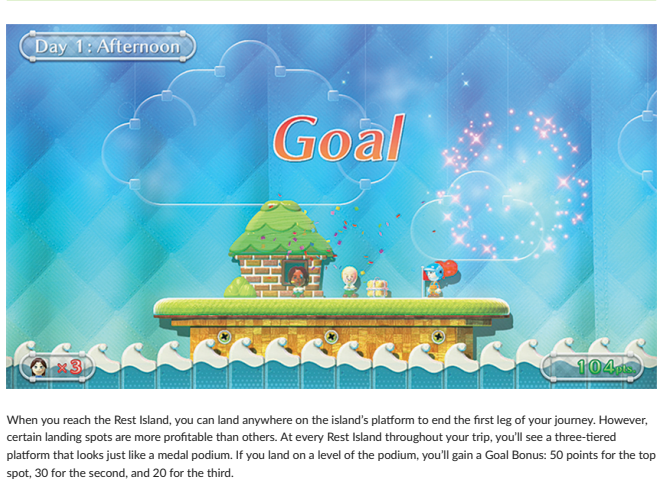
Day 1



The morning of Day 1 is a tutorial session with Monita. You can choose to stick around and learn the basics of not-so-easy-but-definitely-breezy flying, or you can press the *SELECT* and skip to the afternoon. As you take off on your first gust of wind, ring the bell by touching it to officially start your journey right as the sun is at its peak. You must ring the bell in order to continue! This first flight is a simple one—short with only one Balloon Bird and a handful of Balloon Breakers. Use the Day 1 afternoon to get the hang of your own breeze, and take down your first enemy!

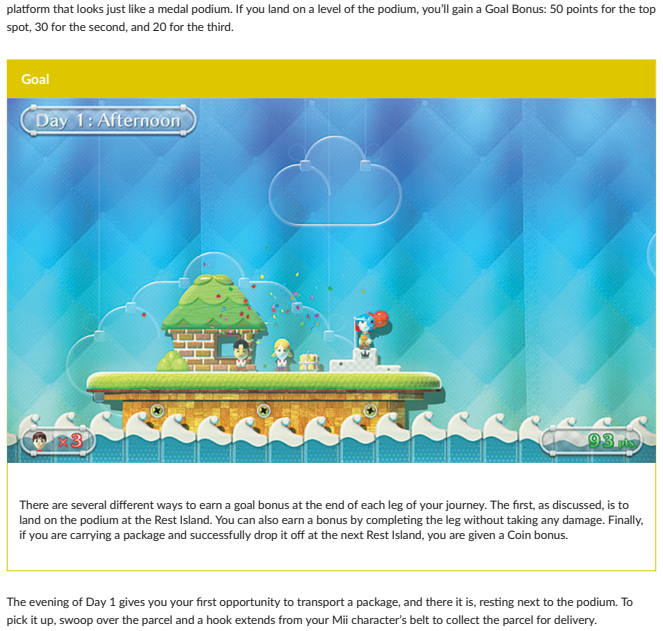
Fight to Stay Afloat

Those Balloon Birds can really do a number on your Mii if allowed to fly free! Stay over their heads to keep the upper hand and drop down from above to pop their balloons. Keep in mind it's easier for them to attack you when you are even with or below them. Each of the basic white and yellow birds take two bops to down, and each hit earns you 10 points!



When you reach the Rest Island, you can land anywhere on the island's platform to end the first leg of your journey. However, certain landing spots are more profitable than others. At every Rest Island throughout your trip, you'll see a three-tiered platform that looks just like a medal podium. If you land on a level of the podium, you'll gain a Goal Bonus: 50 points for the top spot, 30 for the second, and 20 for the third.

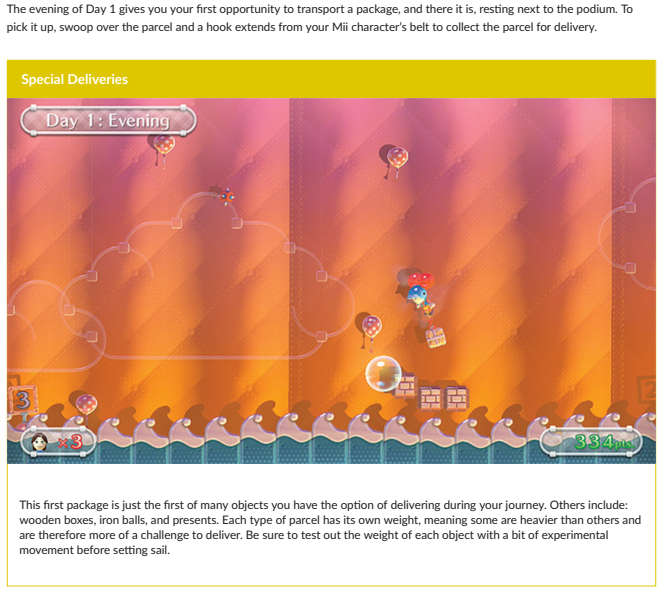
Goal



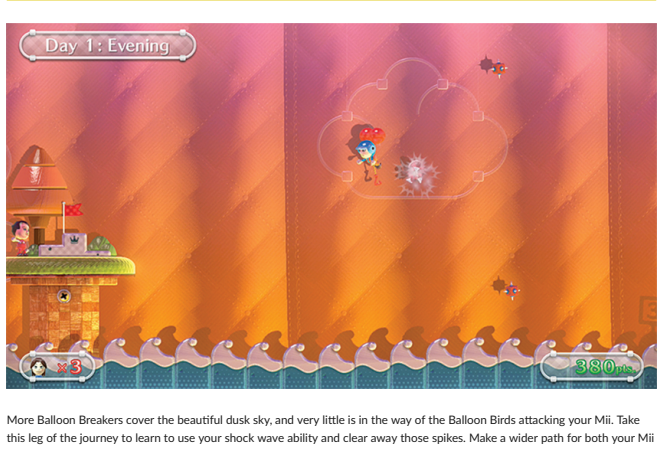
There are several different ways to earn a goal bonus at the end of each leg of your journey. The first, as discussed, is to land on the podium at the Rest Island. You can also earn a bonus by completing the leg without taking any damage. Finally, if you are carrying a package and successfully drop it off at the next Rest Island, you are given a Coin bonus.

The evening of Day 1 gives you your first opportunity to transport a package, and there it is, resting next to the podium. To pick it up, swoop over the parcel and a hook extends from your Mii character's belt to collect the parcel for delivery.

Special Deliveries

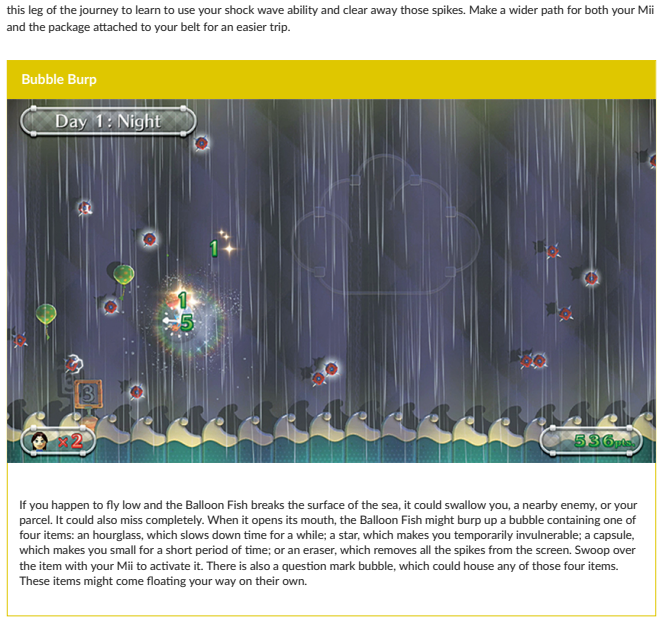


This first package is just the first of many objects you have the option of delivering during your journey. Others include: wooden boxes, iron balls, and presents. Each type of parcel has its own weight, meaning some are heavier than others and are therefore more of a challenge to deliver. Be sure to test out the weight of each object with a bit of experimental movement before setting sail.

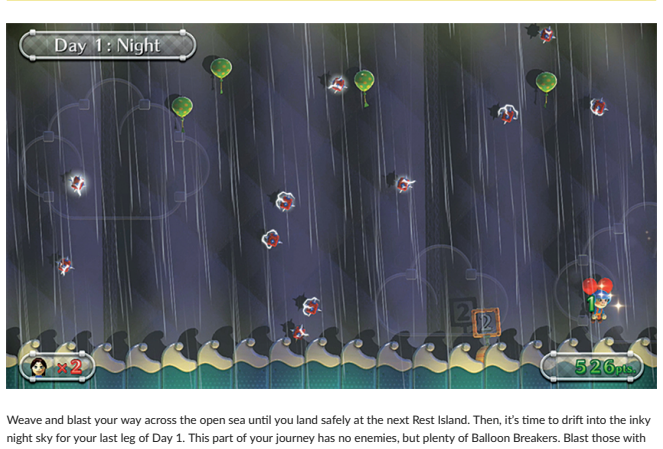


More Balloon Breakers cover the beautiful dusk sky, and very little is in the way of the Balloon Birds attacking your Mii. Take this leg of the journey to learn to use your shock wave ability and clear away those spikes. Make a wider path for both your Mii and the package attached to your belt for an easier trip.

Bubble Burp

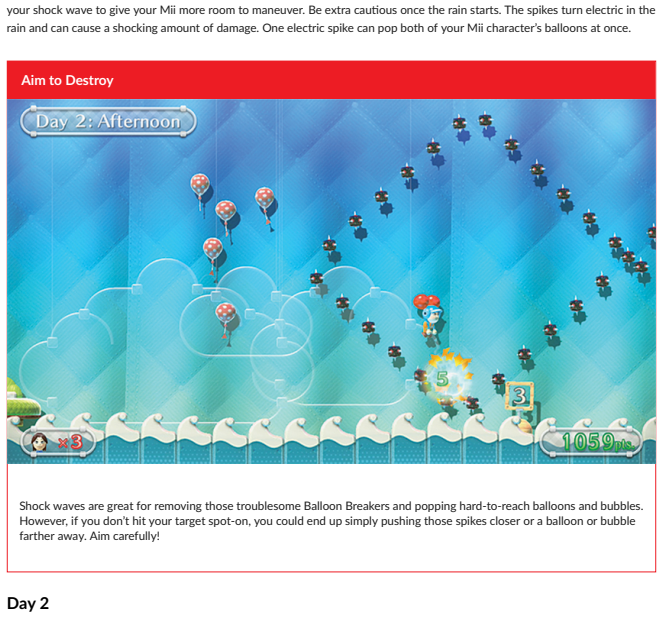


If you happen to fly low and the Balloon Fish breaks the surface of the sea, it could swallow you, a nearby enemy, or your parcel. It could also miss completely. When it opens its mouth, the Balloon Fish might burp up a bubble containing one of four items: an hourglass, which slows down time for a while; a star, which makes you temporarily invulnerable; a capsule, which makes you small for a short period of time; or an eraser, which removes all the spikes from the screen. Swoop over the item with your Mii to activate it. There is also a question mark bubble, which could house any of those four items. These items might come floating your way on their own.



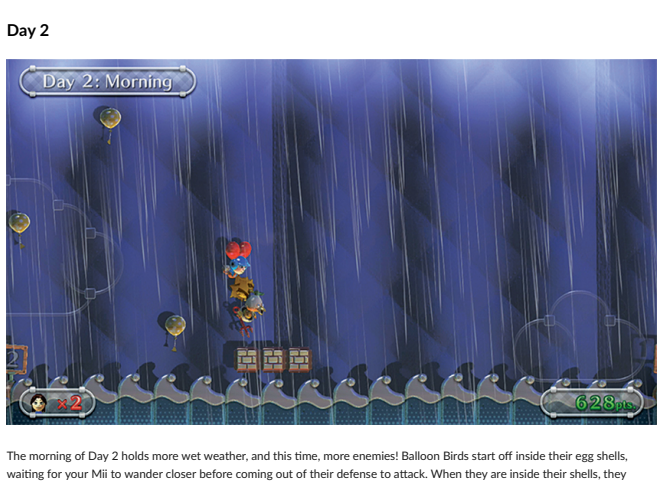
Weave and blast your way across the open sea until you land safely at the next Rest Island. Then, it's time to drift into the inky night sky for your last leg of Day 1. This part of your journey has no enemies, but plenty of Balloon Breakers. Blast those with your shock wave to give your Mii more room to maneuver. Be extra cautious once the rain starts. The spikes turn electric in the rain and can cause a shocking amount of damage. One electric spike can pop both of your Mii character's balloons at once.

Aim to Destroy



Shock waves are great for removing those troublesome Balloon Breakers and popping hard-to-reach balloons and bubbles. However, if you don't hit your target spot-on, you could end up simply pushing those spikes closer or a balloon or bubble farther away. Aim carefully!

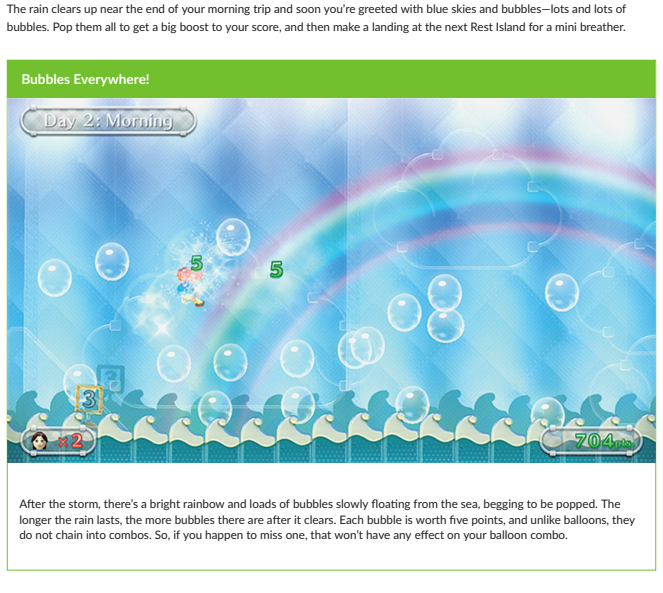
Day 2



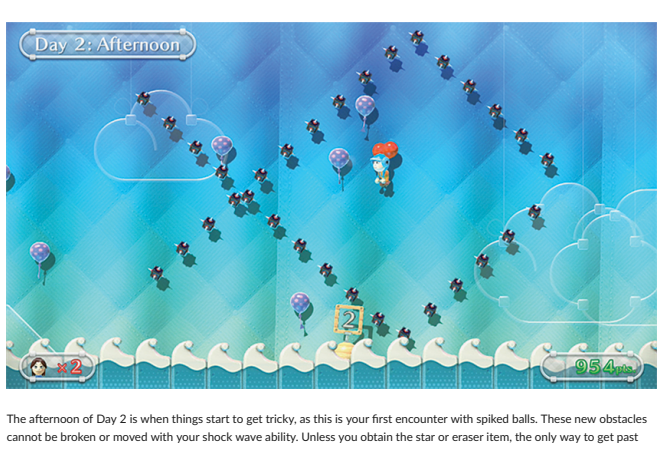
The morning of Day 2 holds more wet weather, and this time, more enemies! Balloon Birds start off inside their egg shells, waiting for your Mii to wander closer before coming out of their defense to attack. When they are inside their shells, they cannot be harmed by shock waves, but if the block they are resting on is breakable, you can certainly damage that and force the bird out of its shell. However, even in their shell, your Mii can still knock these birds out of the sky! Just give them a good bonk on the top of the egg and down they go.

The rain clears up near the end of your morning trip and soon you're greeted with blue skies and bubbles—lots and lots of bubbles. Pop them all to get a big boost to your score, and then make a landing at the next Rest Island for a mini breather.

Bubbles Everywhere!



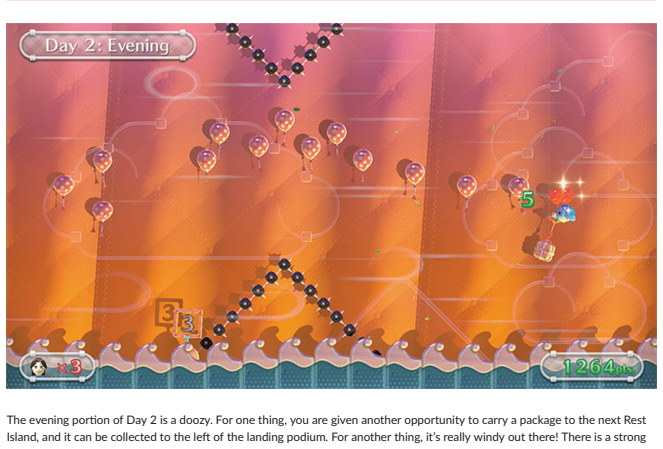
After the storm, there's a bright rainbow and loads of bubbles slowly floating from the sea, begging to be popped. The longer the rain lasts, the more bubbles there are after it clears. Each bubble is worth five points, and unlike balloons, they do not chain into combos. So, if you happen to miss one, that won't have any effect on your balloon combo.



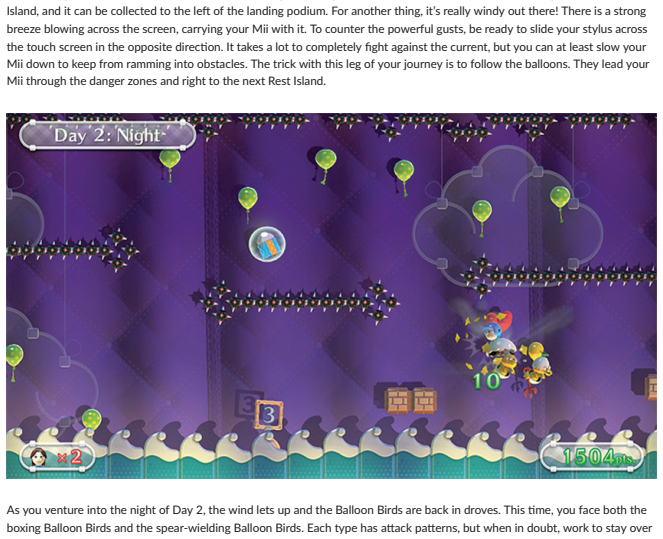
The afternoon of Day 2 is when things start to get tricky, as this is your first encounter with spiked balls. These new obstacles cannot be broken or moved with your shock wave ability. Unless you obtain the star or eraser item, the only way to get past spiked balls is with careful navigation. Weave in and out of them to collect all of the balloons and stray bubbles possible before landing at the next Rest Island.

Watch Your Head

When bouncing on Balloon Bird heads, you'll be pushed up into the air. That hasn't been an issue yet because there haven't been many overhead obstacles. But, with the addition of the plentiful spiked balls, you now need to keep a careful eye on your Mii character's head! Be ready to blow a breeze down to counter the bounce up.

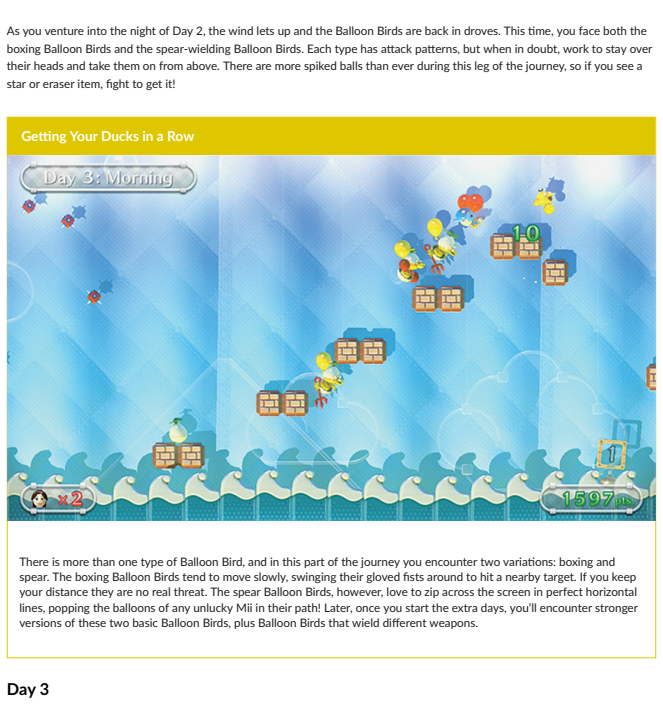


The evening portion of Day 2 is a doozy. For one thing, you are given another opportunity to carry a package to the next Rest Island, and it can be collected to the left of the landing podium. For another thing, it's really windy out there! There is a strong breeze blowing across the screen, carrying your Mii with it. To counter the powerful gusts, be ready to slide your stylus across the touch screen in the opposite direction. It takes a lot to completely fight against the current, but you can at least slow your Mii down to keep from ramming into obstacles. The trick with this leg of your journey is to follow the balloons. They lead your Mii through the danger zones and right to the next Rest Island.



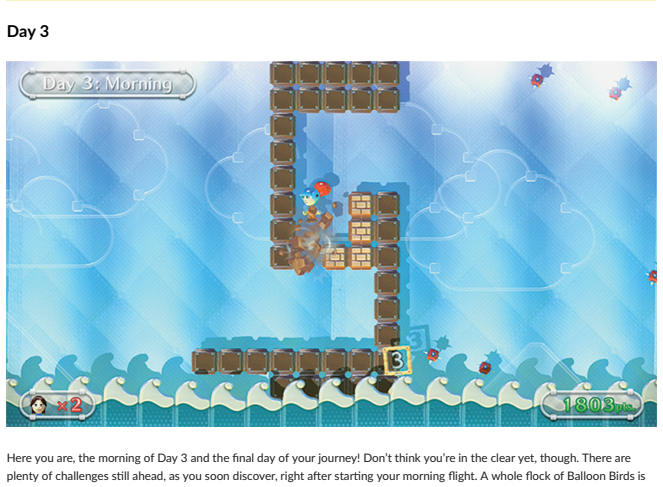
As you venture into the night of Day 2, the wind lets up and the Balloon Birds are back in droves. This time, you face both the boxing Balloon Birds and the spear-wielding Balloon Birds. Each type has attack patterns, but when in doubt, work to stay over their heads and take them on from above. There are more spiked balls than ever during this leg of the journey, so if you see a star or eraser item, fight to get it!

Getting Your Ducks in a Row

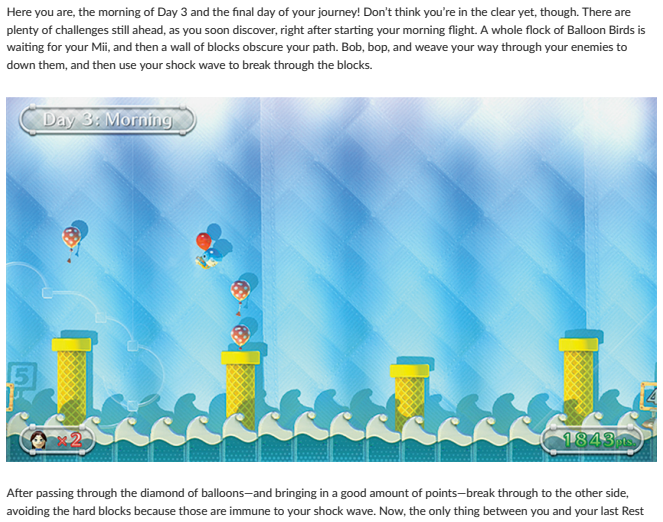


There is more than one type of Balloon Bird, and in this part of the journey you encounter two variations: boxing and spear. The boxing Balloon Birds tend to move slowly, swinging their gloved fists around to hit a nearby target. If you keep your distance they are no real threat. The spear Balloon Birds, however, love to zip across the screen in perfect horizontal lines, popping the balloons of any unlucky Mii in their path! Later, once you start the extra days, you'll encounter stronger versions of these two basic Balloon Birds, plus Balloon Birds that wield different weapons.

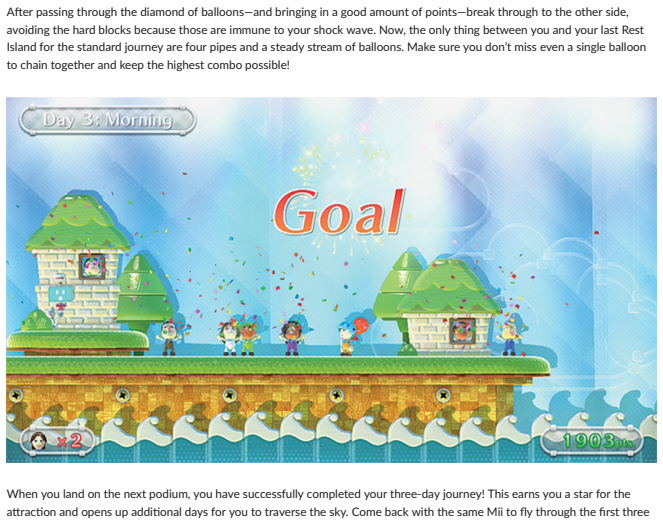
Day 3



Here you are, the morning of Day 3 and the final day of your journey! Don't think you're in the clear yet, though. There are plenty of challenges still ahead, as you soon discover, right after starting your morning flight. A whole flock of Balloon Birds is waiting for your Mii, and then a wall of blocks obscure your path. Bob, bop, and weave your way through your enemies to down them, and then use your shock wave to break through the blocks.



After passing through the diamond of balloons—and bringing in a good amount of points—break through to the other side, avoiding the hard blocks because those are immune to your shock wave. Now, the only thing between you and your last Rest Island for the standard journey are four pipes and a steady stream of balloons. Make sure you don't miss even a single balloon to chain together and keep the highest combo possible!

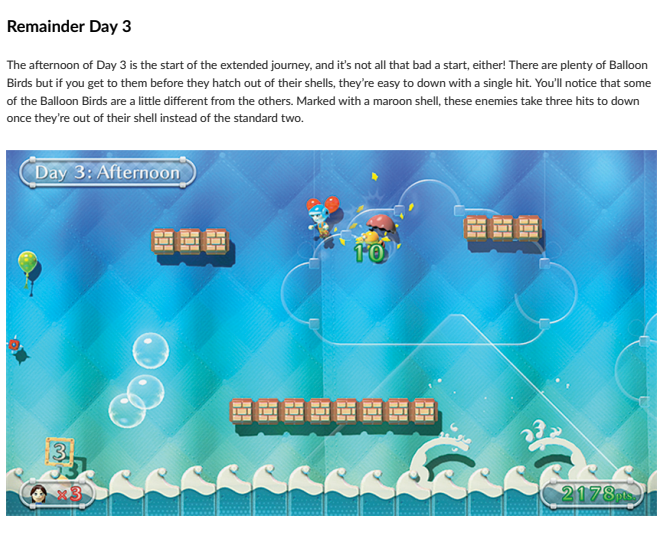


When you land on the next podium, you have successfully completed your three-day journey! This earns you a star for the attraction and opens up additional days for you to traverse the sky. Come back with the same Mii to fly through the first three days again and continue your journey to encounter new items, enemies, and obstacles!

Extra Days

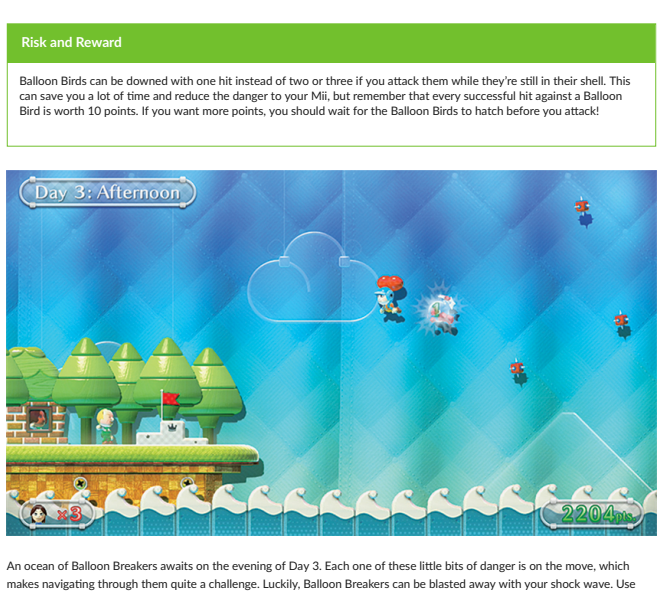
Remainder Day 3

The afternoon of Day 3 is the start of the extended journey, and it's not all that bad a start, either! There are plenty of Balloon Birds but if you get to them before they hatch out of their shells, they're easy to down with a single hit. You'll notice that some of the Balloon Birds are a little different from the others. Marked with a maroon shell, these enemies take three hits to down once they're out of their shell instead of the standard two.

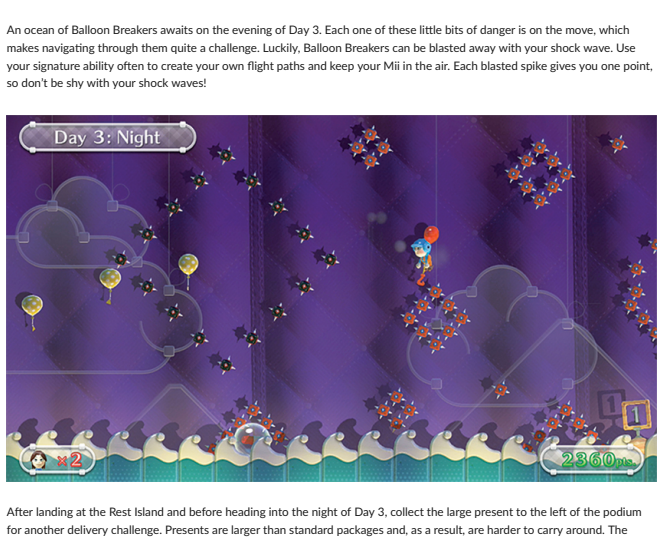


Risk and Reward

Balloon Birds can be downed with one hit instead of two or three if you attack them while they're still in their shell. This can save you a lot of time and reduce the danger to your Mii, but remember that every successful hit against a Balloon Bird is worth 10 points. If you want more points, you should wait for the Balloon Birds to hatch before you attack!

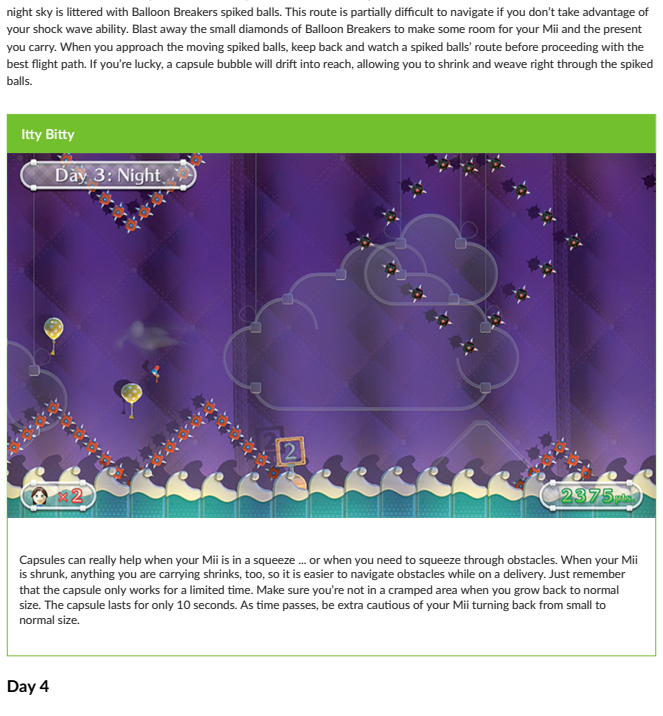


An ocean of Balloon Breakers awaits on the evening of Day 3. Each one of these little bits of danger is on the move, which makes navigating through them quite a challenge. Luckily, Balloon Breakers can be blasted away with your shock wave. Use your signature ability often to create your own flight paths and keep your Mii in the air. Each blasted spike gives you one point, so don't be shy with your shock waves!



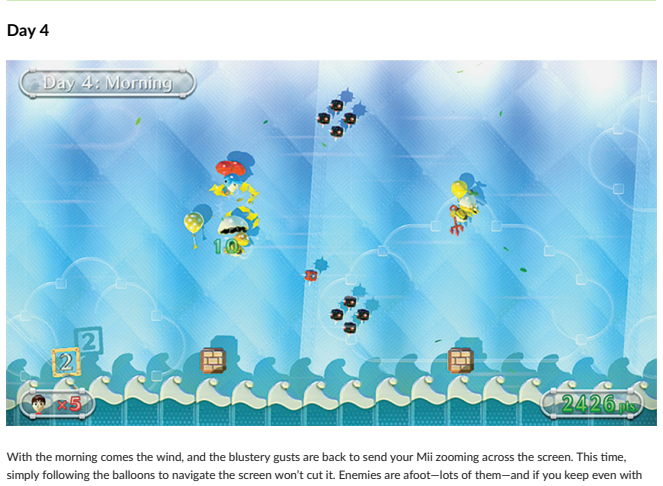
After landing at the Rest Island and before heading into the night of Day 3, collect the large present to the left of the podium for another delivery challenge. Presents are larger than standard packages and, as a result, are harder to carry around. The night sky is littered with Balloon Breakers spiked balls. This route is partially difficult to navigate if you don't take advantage of your shock wave ability. Blast away the small diamonds of Balloon Breakers to make some room for your Mii and the present you carry. When you approach the moving spiked balls, keep back and watch a spiked balls' route before proceeding with the best flight path. If you're lucky, a capsule bubble will drift into reach, allowing you to shrink and weave right through the spiked balls.

Itty Bitty

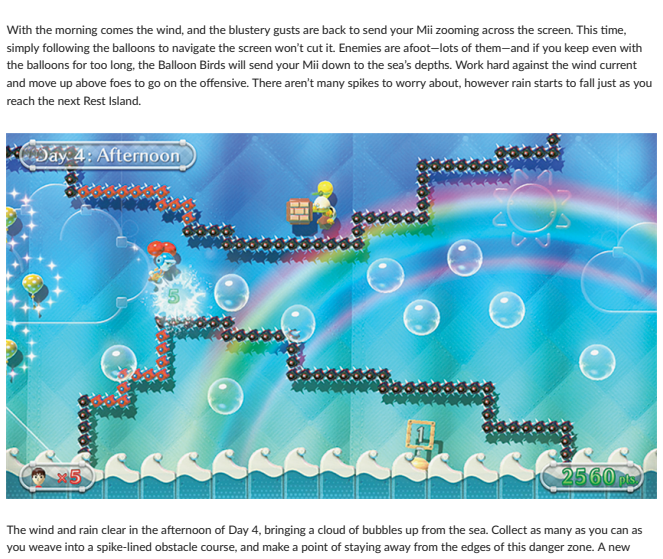


Capsules can really help when your Mii is in a squeeze ... or when you need to squeeze through obstacles. When your Mii is shrunk, anything you are carrying shrinks, too, so it is easier to navigate obstacles while on a delivery. Just remember that the capsule only works for a limited time. Make sure you're not in a cramped area when you grow back to normal size. The capsule lasts for only 10 seconds. As time passes, be extra cautious of your Mii turning back from small to normal size.

Day 4

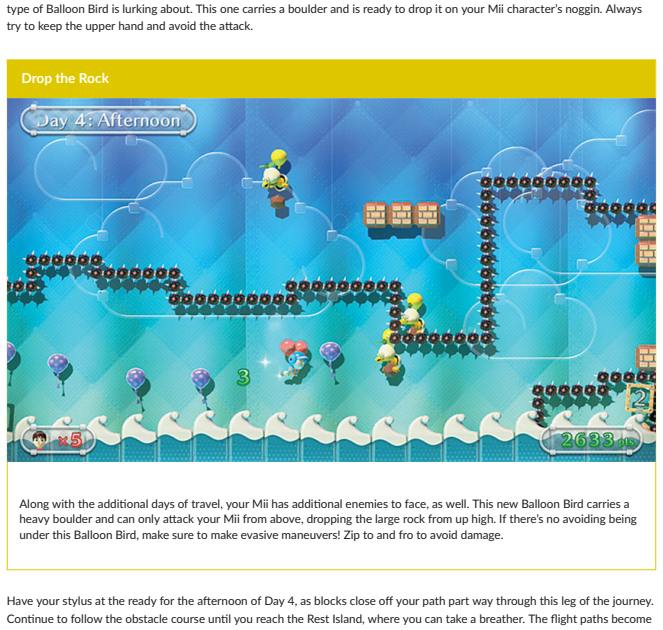


With the morning comes the wind, and the blustery gusts are back to send your Mii zooming across the screen. This time, simply following the balloons to navigate the screen won't cut it. Enemies are afoot—lots of them—and if you keep even with the balloons for too long, the Balloon Birds will send your Mii down to the sea's depths. Work hard against the wind current and move up above foes to go on the offensive. There aren't many spikes to worry about, however rain starts to fall just as you reach the next Rest Island.



The wind and rain clear in the afternoon of Day 4, bringing a cloud of bubbles up from the sea. Collect as many as you can as you weave into a spike-lined obstacle course, and make a point of staying away from the edges of this danger zone. A new type of Balloon Bird is lurking about. This one carries a boulder and is ready to drop it on your Mii character's noggin. Always try to keep the upper hand and avoid the attack.

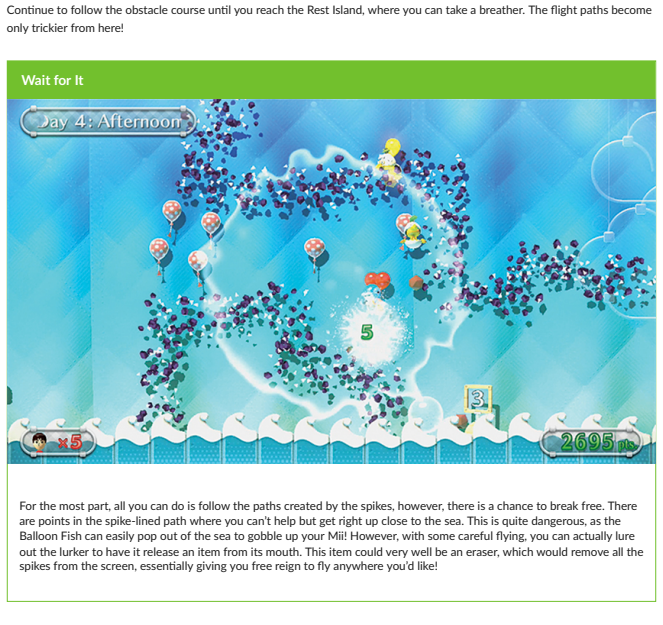
Drop the Rock



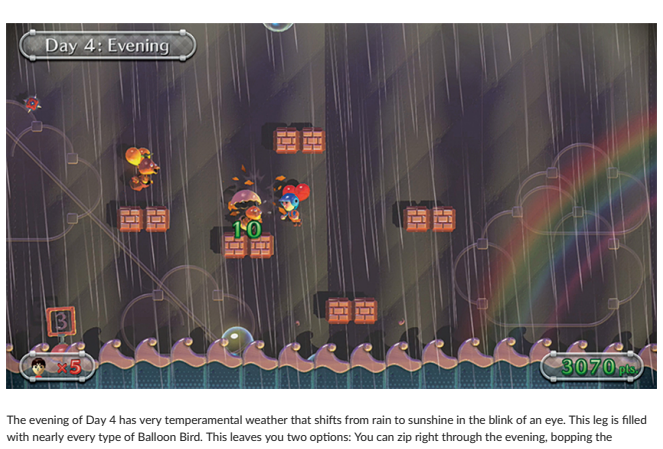
Along with the additional days of travel, your Mii has additional enemies to face, as well. This new Balloon Bird carries a heavy boulder and can only attack your Mii from above, dropping the large rock from up high. If there's no avoiding being under this Balloon Bird, make sure to make evasive maneuvers! Zip to and fro to avoid damage.

Have your stylus at the ready for the afternoon of Day 4, as blocks close off your path part way through this leg of the journey. Continue to follow the obstacle course until you reach the Rest Island, where you can take a breather. The flight paths become only trickier from here!

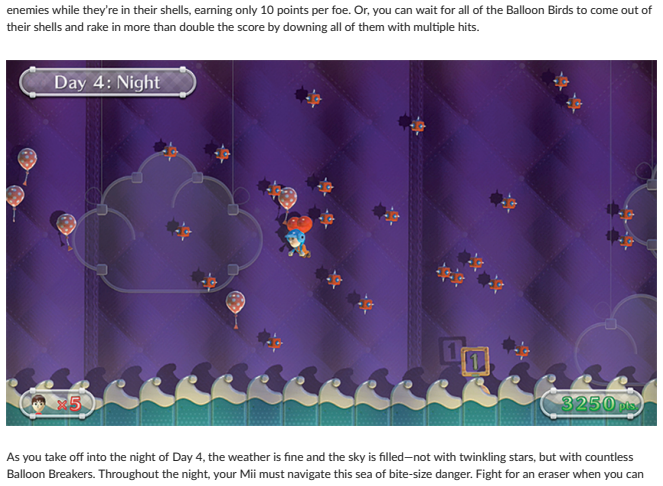
Wait for It



For the most part, all you can do is follow the paths created by the spikes, however, there is a chance to break free. There are points in the spike-lined path where you can't help but get right up close to the sea. This is quite dangerous, as the Balloon Fish can easily pop out of the sea to gobble up your Mii! However, with some careful flying, you can actually lure out the lurker to have it release an item from its mouth. This item could very well be an eraser, which would remove all the spikes from the screen, essentially giving you free reign to fly anywhere you'd like!

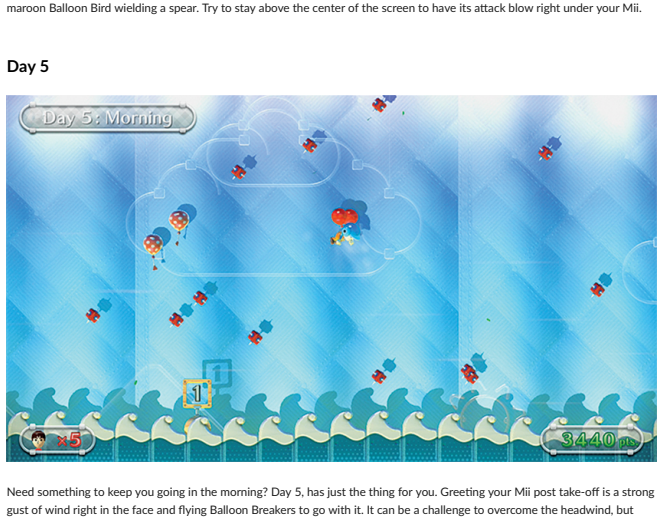


The evening of Day 4 has very temperamental weather that shifts from rain to sunshine in the blink of an eye. This leg is filled with nearly every type of Balloon Bird. This leaves you two options: You can zip right through the evening, bopping the enemies while they're in their shells, earning only 10 points per foe. Or, you can wait for all of the Balloon Birds to come out of their shells and rake in more than double the score by downing all of them with multiple hits.



As you take off into the night of Day 4, the weather is fine and the sky is filled—not with twinkling stars, but with countless Balloon Breakers. Throughout the night, your Mii must navigate this sea of bite-size danger. Fight for an eraser when you can by getting nice and low to the sea, drawing the item from the Balloon Fish. At the end of this final leg of Day 4, there is a maroon Balloon Bird wielding a spear. Try to stay above the center of the screen to have its attack blow right under your Mii.

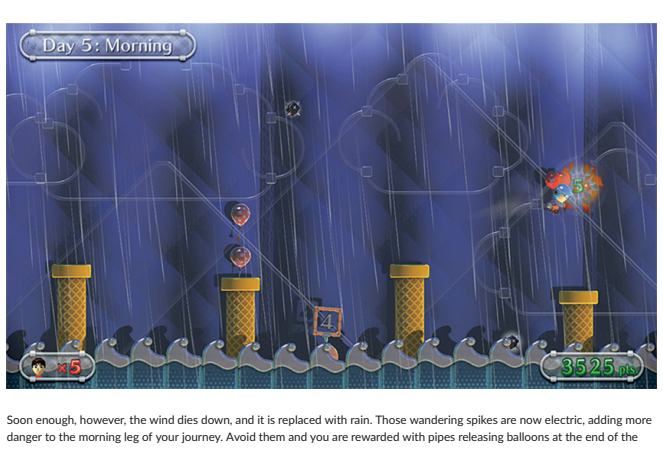
Day 5



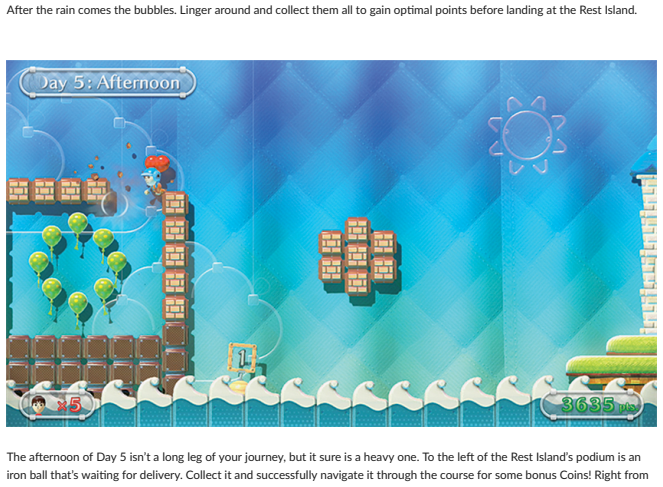
Need something to keep you going in the morning? Day 5, has just the thing for you. Greeting your Mii post take-off is a strong gust of wind right in the face and flying Balloon Breakers to go with it. It can be a challenge to overcome the headwind, but quick short slides of your stylus should help your Mii stay in place.

Strong Core

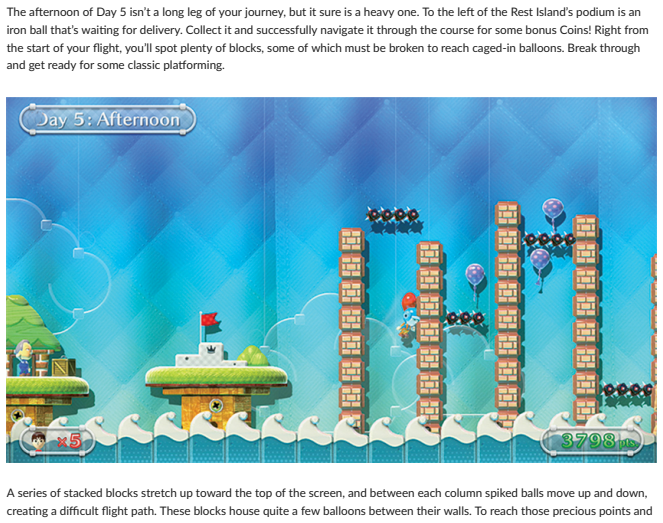
When fighting the wind head-on, work to stay in the middle of the screen. This gives you enough time to maneuver around incoming spikes, while granting enough cushion in the rear to keep you from getting cornered.



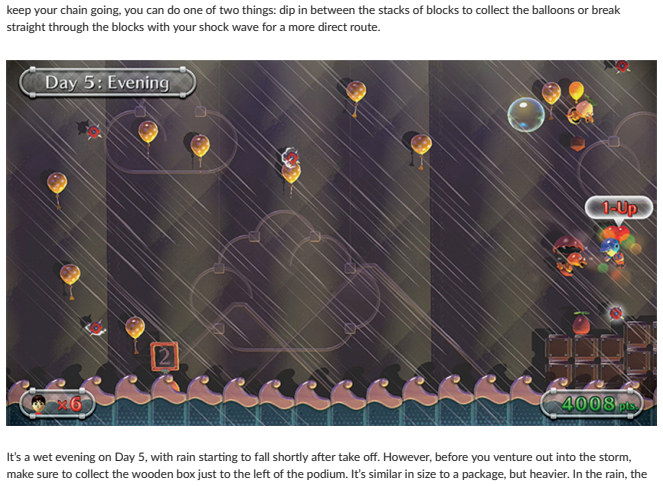
Soon enough, however, the wind dies down, and it is replaced with rain. Those wandering spikes are now electric, adding more danger to the morning leg of your journey. Avoid them and you are rewarded with pipes releasing balloons at the end of the morning route. There are still a few electric spiked balls zipping about, but those can be avoided with patience and a keen eye. After the rain comes the bubbles. Linger around and collect them all to gain optimal points before landing at the Rest Island.



The afternoon of Day 5 isn't a long leg of your journey, but it sure is a heavy one. To the left of the Rest Island's podium is an iron ball that's waiting for delivery. Collect it and successfully navigate it through the course for some bonus Coins! Right from the start of your flight, you'll spot plenty of blocks, some of which must be broken to reach caged-in balloons. Break through and get ready for some classic platforming.

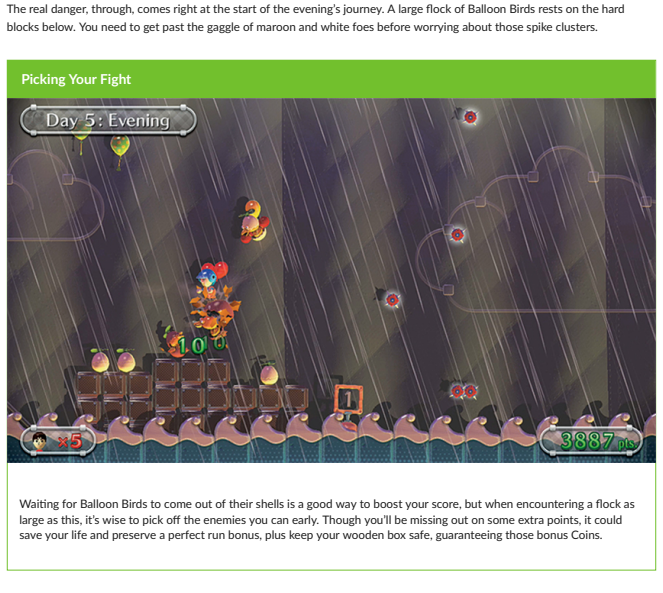


A series of stacked blocks stretch up toward the top of the screen, and between each column spiked balls move up and down, creating a difficult flight path. These blocks house quite a few balloons between their walls. To reach those precious points and keep your chain going, you can do one of two things: dip in between the stacks of blocks to collect the balloons or break straight through the blocks with your shock wave for a more direct route.

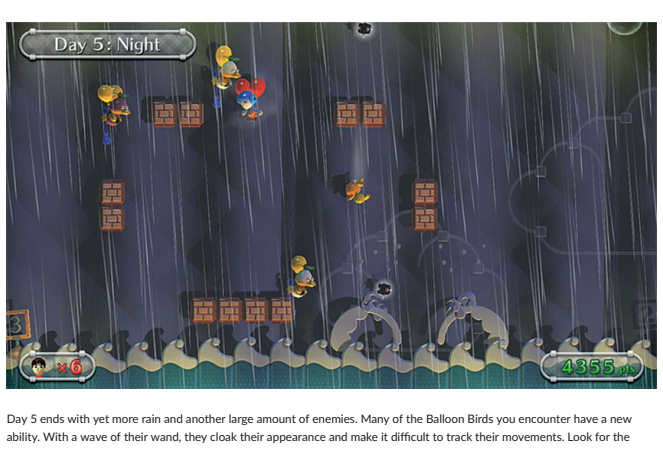


It's a wet evening on Day 5, with rain starting to fall shortly after take off. However, before you venture out into the storm, make sure to collect the wooden box just to the left of the podium. It's similar in size to a package, but heavier. In the rain, the spikes that litter the dark sky are electric, and in their small clusters they require tricky navigation for your Mii and the parcel. The real danger, through, comes right at the start of the evening's journey. A large flock of Balloon Birds rests on the hard blocks below. You need to get past the gaggle of maroon and white foes before worrying about those spike clusters.

Picking Your Fight



Waiting for Balloon Birds to come out of their shells is a good way to boost your score, but when encountering a flock as large as this, it's wise to pick off the enemies you can early. Though you'll be missing out on some extra points, it could save your life and preserve a perfect run bonus, plus keep your wooden box safe, guaranteeing those bonus Coins.

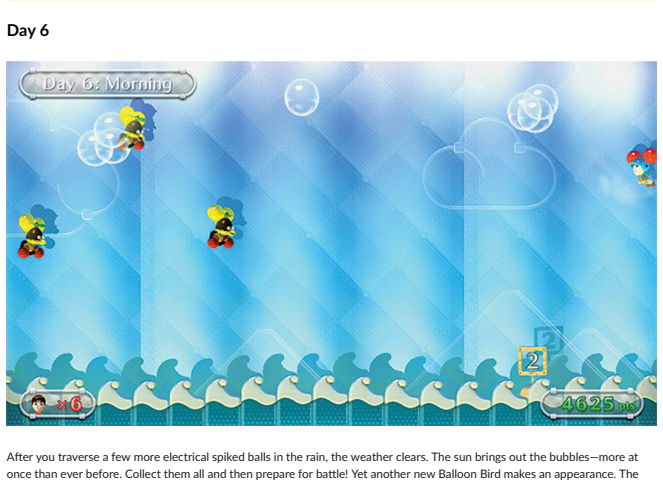


Day 5 ends with yet more rain and another large amount of enemies. Many of the Balloon Birds you encounter have a new ability. With a wave of their wand, they cloak their appearance and make it difficult to track their movements. Look for the ripple in space and attack to reveal their presence. Beyond these foes, there aren't many obstacles. Survive the invisible army and your Mii will be chilling at the next Rest Island soon enough.

Mage Bird

The Balloon Birds that wield wands with cloaking powers are particularly dangerous. It is difficult to spot these foes once they are undercover, and they do not reveal themselves even when attacking. Try to bring them down before they have a chance to wander too far and fade into the background.

Day 6

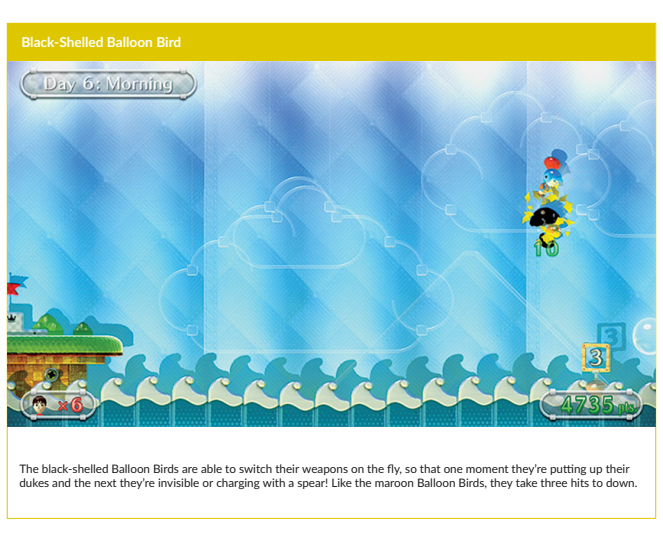


After you traverse a few more electrical spiked balls in the rain, the weather clears. The sun brings out the bubbles—more at once than ever before. Collect them all and then prepare for battle! Yet another new Balloon Bird makes an appearance. The black-shelled Balloon Bird this type is the most aggressive of all. Once you're past the flock, you're in the clear!

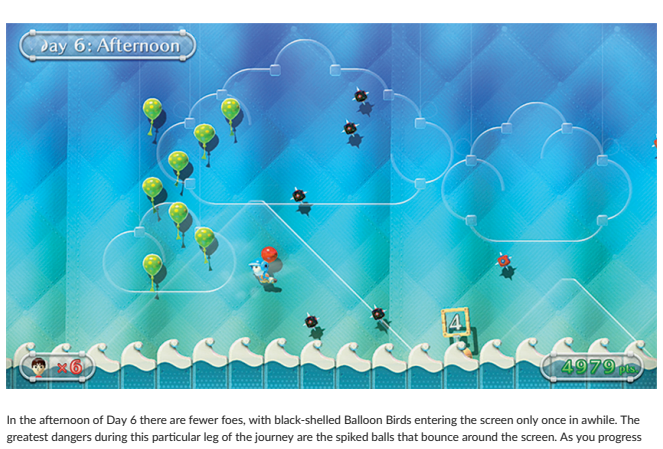
Zoom Zoom

You don't have all day to collect that massive cloud of bubbles. Make the most of your time by zipping back and forth across the screen, concentrating more on speed and coverage than precision. This will help to ensure that you have all the bubbles popped and points collected before the Balloon Birds start bursting onto the scene.

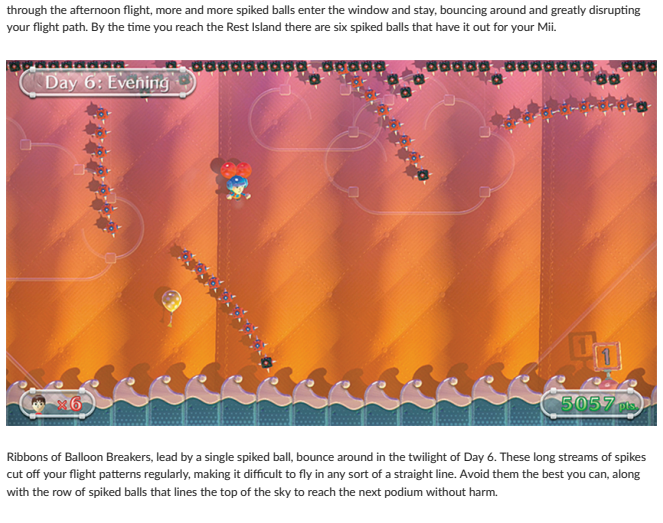
Black-Shelled Balloon Bird



The black-shelled Balloon Birds are able to switch their weapons on the fly, so that one moment they're putting up their dukes and the next they're invisible or charging with a spear! Like the maroon Balloon Birds, they take three hits to down.



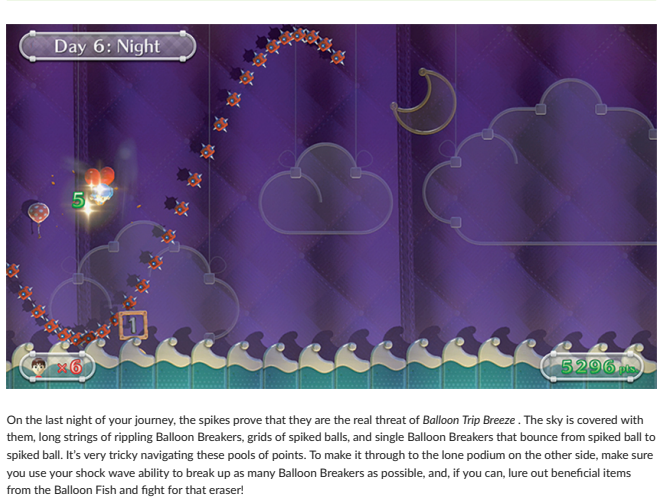
In the afternoon of Day 6 there are fewer foes, with black-shelled Balloon Birds entering the screen only once in awhile. The greatest dangers during this particular leg of the journey are the spiked balls that bounce around the screen. As you progress through the afternoon flight, more and more spiked balls enter the window and stay, bouncing around and greatly disrupting your flight path. By the time you reach the Rest Island there are six spiked balls that have it out for your Mii.



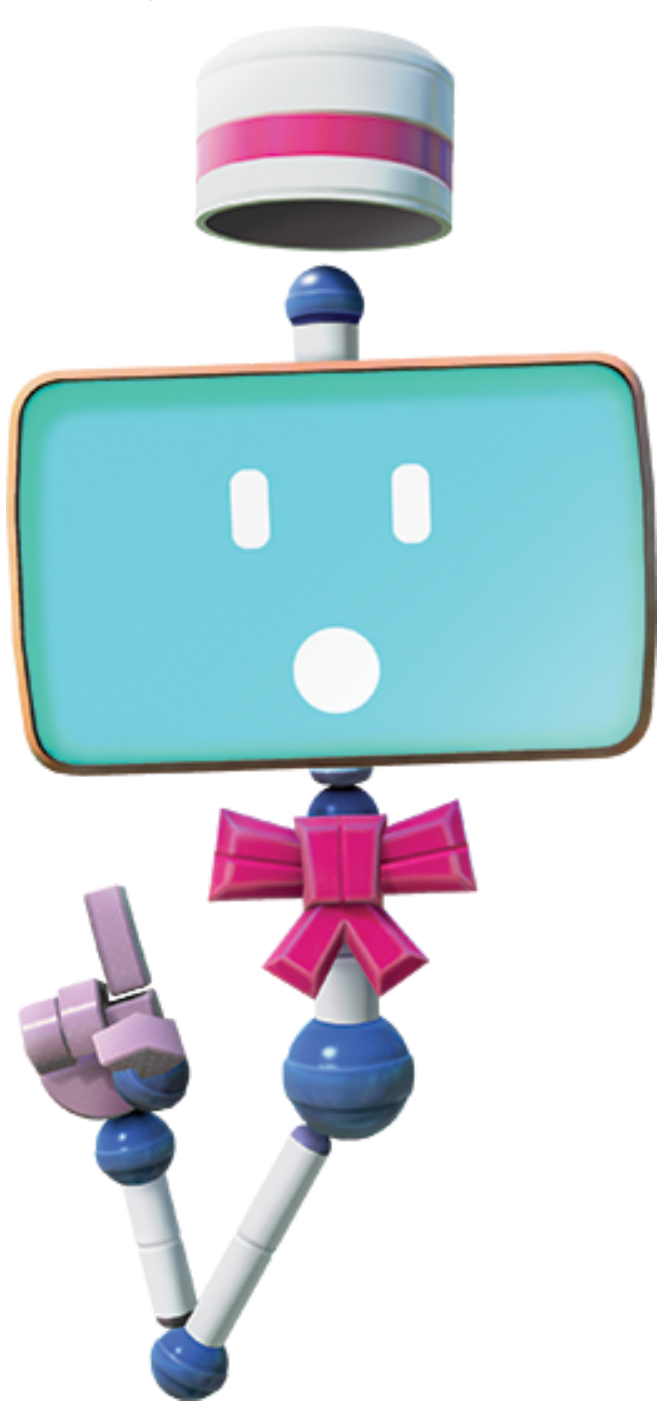
Ribbons of Balloon Breakers, lead by a single spiked ball, bounce around in the twilight of Day 6. These long streams of spikes cut off your flight patterns regularly, making it difficult to fly in any sort of a straight line. Avoid them the best you can, along with the row of spiked balls that lines the top of the sky to reach the next podium without harm.

Cut Off the Caboose

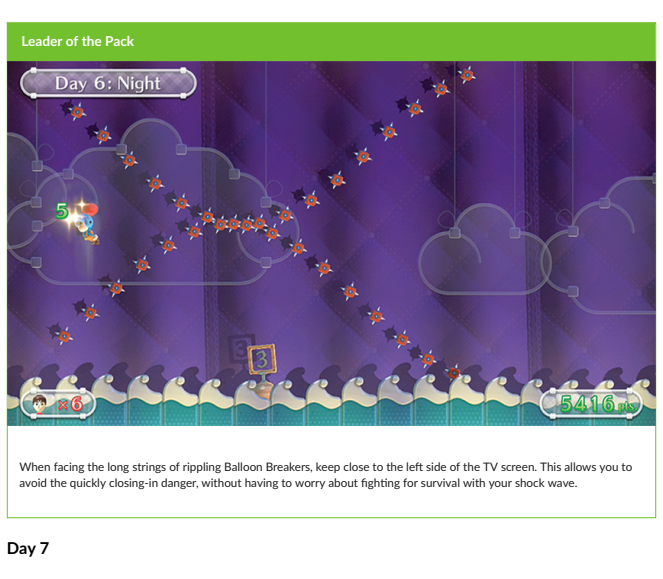
Besides the head of the bouncing ribbons, these obstacles are completely made of Balloon Breakers. Use your shock wave ability to take apart some of these long strings of pointy danger to help to clear more room around your Mii.



On the last night of your journey, the spikes prove that they are the real threat of *Balloon Trip Breeze* . The sky is covered with them, long strings of rippling Balloon Breakers, grids of spiked balls, and single Balloon Breakers that bounce from spiked ball to spiked ball. It's very tricky navigating these pools of points. To make it through to the lone podium on the other side, make sure you use your shock wave ability to break up as many Balloon Breakers as possible, and, if you can, lure out beneficial items from the Balloon Fish and fight for that eraser!

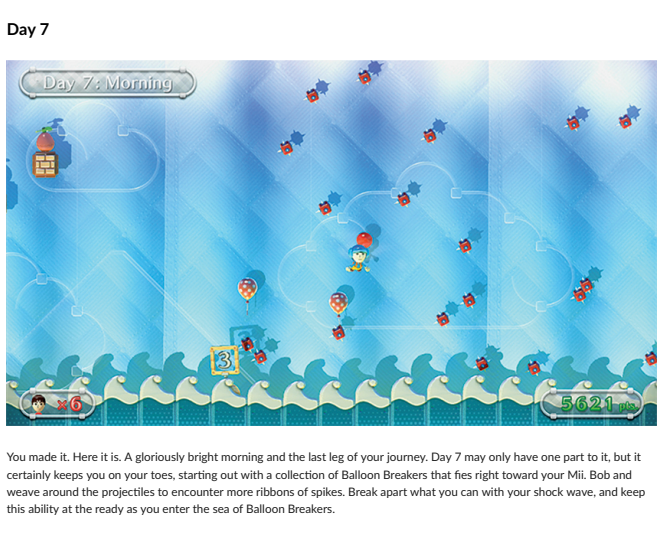


Leader of the Pack

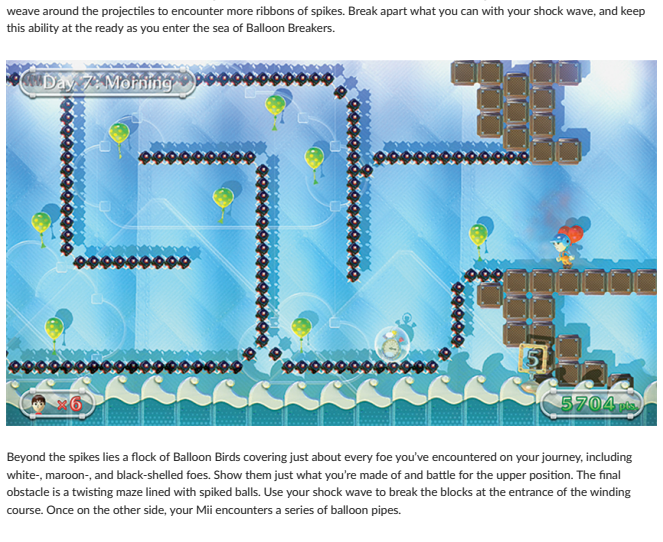


When facing the long strings of rippling Balloon Breakers, keep close to the left side of the TV screen. This allows you to avoid the quickly closing-in danger, without having to worry about fighting for survival with your shock wave.

Day 7

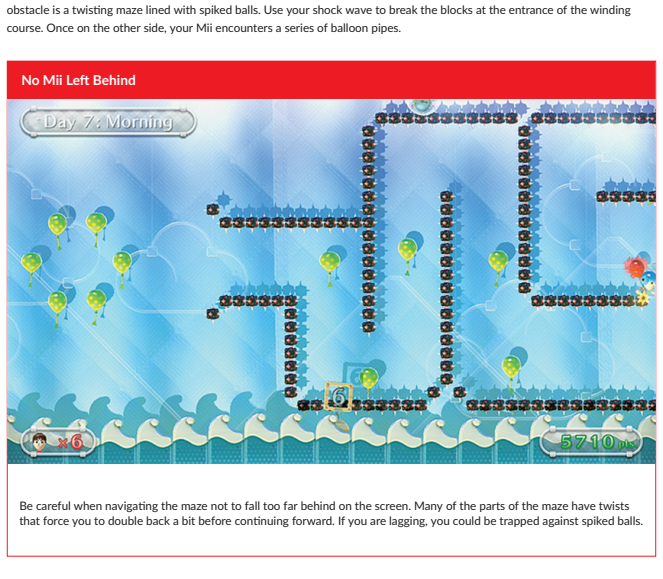


You made it. Here it is. A gloriously bright morning and the last leg of your journey. Day 7 may only have one part to it, but it certainly keeps you on your toes, starting out with a collection of Balloon Breakers that flies right toward your Mii. Bob and weave around the projectiles to encounter more ribbons of spikes. Break apart what you can with your shock wave, and keep this ability at the ready as you enter the sea of Balloon Breakers.

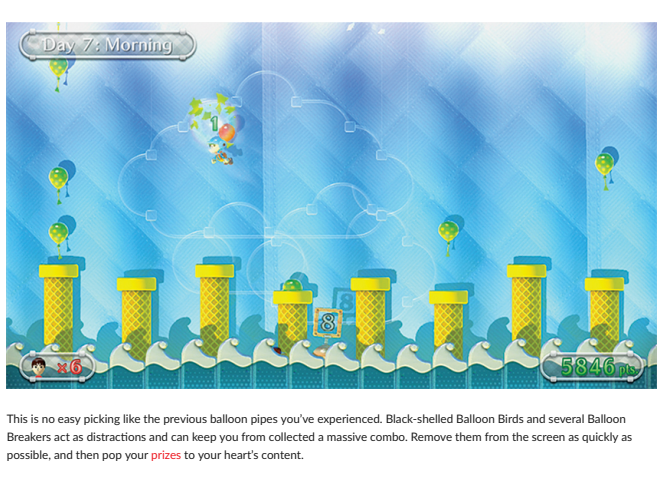


Beyond the spikes lies a flock of Balloon Birds covering just about every foe you've encountered on your journey, including white-, maroon-, and black-shelled foes. Show them just what you're made of and battle for the upper position. The final obstacle is a twisting maze lined with spiked balls. Use your shock wave to break the blocks at the entrance of the winding course. Once on the other side, your Mii encounters a series of balloon pipes.

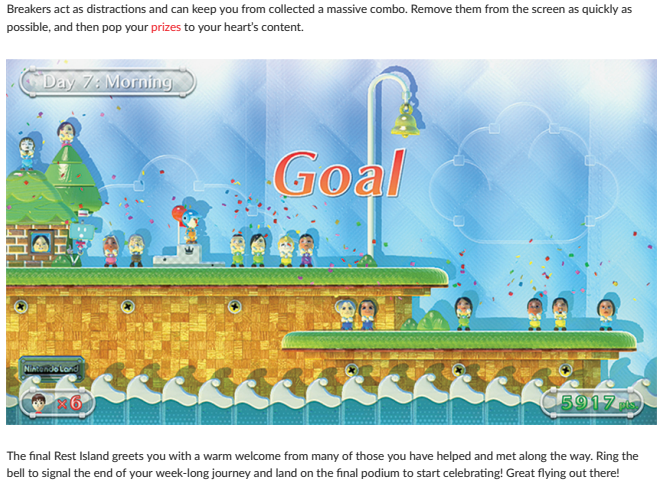
No Mii Left Behind



Be careful when navigating the maze not to fall too far behind on the screen. Many of the parts of the maze have twists that force you to double back a bit before continuing forward. If you are lagging, you could be trapped against spiked balls.



This is no easy picking like the previous balloon pipes you've experienced. Black-shelled Balloon Birds and several Balloon Breakers act as distractions and can keep you from collected a massive combo. Remove them from the screen as quickly as possible, and then pop your prizes to your heart's content.



The final Rest Island greets you with a warm welcome from many of those you have helped and met along the way. Ring the bell to signal the end of your week-long journey and land on the final podium to start celebrating! Great flying out there!